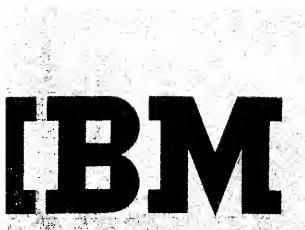


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Reference Manual

Floating-Decimal Interpretive System

for the IBM 650

**IBM Reference Manual  
Floating-Decimal Interpretive System  
for the IBM 650**

This is a reprint of the report which appeared in Technical Newsletter No. 11, March 1956. Although now issued as a Systems Reference Manual with a new form number, it does not obsolete Newsletter No. 11, form 31-6822.

This report by Dr. V.M. Wolontis of the Bell Telephone Laboratories describes a Complete Floating-Decimal Interpretive System for the IBM 650 Magnetic Drum Calculator. The system is the result of a joint effort by several members of the Laboratories, including Miss D.C. Leagus, Miss R.A. Weiss, Miss M.C. Gray, and Dr. G.L. Baldwin, and it has benefited from suggestions by Dr. R.W. Hamming and Dr. S.P. Morgan. We wish to extend our thanks to the Bell Telephone Laboratories and to the above-mentioned individuals for their valuable contribution to the interchange of technical information.

In its external characteristics, the interpretive system described in this report owes much to the IBM Speedcoding System for the 701.

A COMPLETE FLOATING-DECIMAL INTERPRETIVE SYSTEM

FOR THE IBM 650 MAGNETIC DRUM CALCULATOR

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ABSTRACT

This report describes an interpretive system which transforms the 650 into a three-address, floating-decimal, general-purpose computer, primarily suited for scientific and engineering calculations. The system is complete in the sense that all mathematical, logical and input-output operations normally called for in such calculations can be performed within the system, i.e., without reference to the basic operation codes of the 650. The guiding principles in designing the system have been ease of use, as defined in the introduction, high speed of arithmetic and frequently used logical operations and full accuracy and range for the elementary transcendental functions.

The report serves a dual purpose. It presents the external characteristics of the interpretive system to the potential user by means of detailed explanations accompanied by illustrative examples, assuming no previous familiarity with internally programmed machines. It also describes the internal structure of the system to the professional designer of such systems, enabling him to modify it to suit his particular needs or to borrow ideas or building blocks he may find useful.

The program card deck for the system is available from the 650 Program Library. Requests should be addressed to:

IBM 650 Program Librarian  
Applied Programming Publications  
International Business Machines Corporation  
590 Madison Avenue  
New York 22, New York

## CONTENTS

Note: The material of immediate concern to those who wish to learn how to program problems in the interpretive system is contained in sections II-X. Section I is devoted to general considerations and may be bypassed. Section XI deals with the internal structure of the system, primarily for the benefit of those interested in the design of interpretive systems, but the discussion of possible modifications in Sec. XI.1. and the contents of Sec. XI.2. and XI.3. should be of wider interest and do not require familiarity with the basic language of the 650.

The experienced programmer may absorb the essentials of the system by reading the definitions of the operations. Page references to them are given in the summary of operation codes.

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## I INTRODUCTION

### I. 1. GENERAL DESIGN CONSIDERATIONS

The use of most existing computing devices whose degree of automatic performance substantially exceeds that of a desk calculator entails certain problems not encountered in desk computing. To cope with these problems, one may incorporate additional circuitry into the machine--this, indeed, appears to be the trend in recently announced commercially available machines--or, alternatively, one may program, in terms of the basic language of the machine, a system or super-language in terms of which the general user will program his problems. The user may consider the machine and the super-language as one entity, and no knowledge of the basic machine language is required of him. Before actual calculation, the programmer's instructions are translated by the machine into the basic language. If this translation or interpretation takes place each time an instruction is to be executed, rather than once for all at the beginning of a problem, the super-language is referred to as an interpretive language or system. Limitations in storage capacity may necessitate the choice of an interpretive system rather than a system of the once-for-all type in the case of most small or medium-sized computers.

The designers of an interpretive system are faced with a very large number of decisions. To provide a basis of motivation for these decisions, it is convenient to list here, in somewhat arbitrary order, some of the above-mentioned problems which the present interpretive system proposes to solve. All of them may fundamentally be measured in terms of total time spent by a programmer in learning to use the machine and in using it on a specific problem. In this sense, the "ease of use" referred to in the abstract above is implicitly defined by the list that follows. The price paid for the saving of programmer time is, of course, to be found in substantially reduced speed of operation.

#### A. Scaling

The storage medium--paper--normally used in desk computing places no practical restriction on the size of numbers or on the location of decimal points. In using a computer that automatically stores intermediate results in registers of fixed length and with the position of the decimal point fixed in advance, a great deal of time must in most cases be spent on estimating the range of all intermediate results to prevent errors due to overflow. The well-known way of avoiding this at the expense of a very substantial increase in the internal complexity of the arithmetic operations is to represent each non-zero number in floating-decimal form, i. e., as a signed quantity whose absolute value lies in a fixed range, accompanied by an exponent of 10 or decimal point indicator.

#### B. Length and Complexity of the Program

Floating decimal arithmetic and frequently needed special functions could

be incorporated into a program written in the basic machine language in the form of a set of subroutines reached by a two-way transfer of control, ("calling sequence" or "basic linkage") and there are indeed problems for which this is the best choice. In many cases--particularly in the case of relatively short problems where the results are needed quickly--a further reduction of the programming effort is desirable. This may be achieved by combining under single operation codes, in an interpretive language, groups of steps in the basic language needed for performing frequently occurring tasks. For example, a single instruction in which three locations are specified may be used for adding two arbitrarily located numbers and storing the result or a block of information of any length may be punched on cards as a result of a single instruction. In particular, the task of repeating a calculation a specified number of times, each time with appropriate modifications, must be made easy, and the interpretive system described in this report goes as far as is believed possible in this direction by providing an order ("LOOP") with which simple cases of this task can be handled by a single instruction.

To preserve the simplicity gained by introducing an interpretive system, the system must be made complete or self contained so that most problems can be conveniently programmed without reference to two different systems of operation codes, although, of course, leaving and re-entering the interpretive system should be made possible in order to provide the experienced programmer with complete flexibility.

#### C. Restrictions

In desk computing, one cannot fail to notice if the argument for which a function value is to be found in a table falls outside the range covered by the table or if in transcribing a set of numbers from one area on a piece of paper to another, overlapping area, some of the numbers to be transcribed are erased before transcription. A machine will avoid or detect such blunders only if programmed to do so, and as much as possible of this programming should be included in the interpretive system. For example, it is desirable that all mathematical functions included in the system be available for the full range of argument consistent with their definition and with the limitations imposed by the machine itself and that they are computed to the full accuracy of the number system used. Error stops indicating violations of unavoidable restrictions should be included to the fullest extent that space limitations permit.

#### D. Program Testing

The usefulness of a general-purpose computer or interpretive system depends decisively on the methods provided for testing ("debugging") new programs--for definitions and details, see Sec. VI. In the case of an interpretive system whose operating speed is only one order of magnitude above the speed of card punching, testing by means of a tracing routine included in the system compares favorably to

console testing, at least in the case of programmers whose familiarity with the machine is limited. Either of these methods is thought of as a tool normally used only when memory print-outs have been found insufficient. To facilitate testing by any of the methods mentioned and to keep programming as concrete as possible, the system described in this report assumes that the actual machine location of each instruction and stored number is assigned by the programmer. The system may, of course, be used in conjunction with regional or symbolic assembly programs.

## I. 2. CHANGES AND ADDITIONS

Numerous minor changes suggest themselves when the system is viewed in the light of the experience gained in designing it; some of them are discussed in detail at the end of the report. Corrections of errors not yet revealed must be expected. External changes and additions will undoubtedly be proposed after a period of use. The present system should, therefore, be considered primarily as a first version which each user may consider changing to better suit his needs. Comments and suggestions on both internal and external aspects of the system will be greatly appreciated.

## II GENERAL INFORMATION

### II. 1. THE 650

The IBM 650 is an electronic computer whose basic storage consists of a magnetic drum capable of holding 2000 words (numbers) of ten decimal digits and sign. The machine is internally programmed, i. e., the program of instructions which the machine is expected to follow is kept on the drum, and the machine automatically reads one instruction at a time from the drum, executes it, reads another instruction, and so on. Initially, the program is loaded onto the drum from punched cards but each instruction is loaded only once, although the machine may be expected to execute it many times in the course of a problem. Special orders are inserted into the program to cause repetition of prescribed sections the desired number of times. In many cases, the instructions executed by the machine are changed or modified under control of the program between successive executions. This ability to modify its own instructions is one of the distinguishing characteristics of an internally programmed machine.

In the basic model of the 650, all answers are punched by the machine into cards, which may be printed on a separate tabulator.

The 650 is a general-purpose, fixed-decimal machine and any programmer may, with the aid of a detailed manual published by IBM, learn to use it as such. There are many large problems and many problems of a data processing nature for which fixed-decimal operation is definitely indicated, and the programmer is asked to give serious consideration to this alternative for all but the very smallest problems, since the gain in machine time over floating-decimal operation (explained below) may be as high as 10:1. The machine-language programmer may relieve himself of many tasks by using the interpretive system for loading, punching, calculation of special functions, etc., provided 1000 storage locations suffice for his problem. (See TR OUT, Sec. IV.1)

This report describes a system which enables the programmer to use the 650 as a floating-decimal machine, without being familiar with the fixed-decimal mode of operation. Beginning with the next section, all statements will concern the system rather than the 650 itself, but it should be borne in mind that if anything in the system appears restrictive from the viewpoint of a particular application, --storage capacity, speed, card form, word length, etc. --total or partial use of basic 650 coding may be the answer.

### II. 2. THE INTERPRETIVE SYSTEM: STORAGE; DATA AND INSTRUCTION FORM

When the interpretive system is in use 999 ten-digit storage locations, numbered 001-999, are unrestrictedly available to the programmer for storing instructions and data. The location 000 has a special use ("previous result") which will be discussed below.

Throughout the system, numbers upon which mathematical operations are performed are stored and used in so-called (normalized) floating-decimal form, which will be defined as follows: The number zero is written as ten zeros with a plus sign ("machine zero"). Any number A other than zero is expressed as

$$\bar{A} = \pm A_1 \cdot 10^{a_1}$$

where  $1 \leq A_1 < 10$  and  $-50 \leq a_1 \leq 49$ . In the machine,  $\bar{A}$  is written as the pair  $\pm(A_1, a)$ , where  $a = a_1 + 50$  and  $A_1$  is an eight-digit number with seven decimal places. The "machine exponent"  $a$  is a two-digit (positive) integer located at the right end of the number. Non-zero numbers A not in the range  $10^{-50} \leq |\bar{A}| \leq 10^{50}$  cannot be correctly used in the machine, and some of the mathematical operations will give an error stop if the result would fall outside this range (see STOPS). Numbers loaded into the machine must also be in the form prescribed above, unless special precautions are taken (see Sec. X. 2).

The system instructions are signed ten-digit numbers of the following form:

$\pm$	$0_1$	$A \text{ or } 0_2$	B	C
-------	-------	---------------------	---	---

Here,  $0_1$  is a one-digit operation code and B and C are three-digit addresses. The three-digit quantity "A or  $0_2$ " is interpreted as an address A if  $0_1 \neq 0$  and as an operation code  $0_2$  if  $0_1 = 0$ . The sign of the instruction is used in connection with the LOOP order (see LOOP OPERATIONS). The only difference between the mutually exclusive  $0_1$  and  $0_2$  operations is that all operations which require three addresses have been designated  $0_1$ , all others,  $0_2$ .

An example will illustrate how the addresses are used in a program: To add the number stored in register 200 to the number stored in register 201 and store the result in 500, the operation code  $0_1 = 1$  (ADD) is used and the instruction reads: 1 200 201 500. To take the square root of the number in 200 and store the result in 500, the  $0_2$ -operation  $0_2 = 300$  (SQRT) is used: 0 300 200 500. As will be shown in later sections, it is also possible to call out an instruction stored in memory and operate upon it, e.g., increase one of the addresses in it. In storage, no distinction is made between instructions and data so that the programmer is free to use any memory location for storing an instruction or a number as he sees fit.

To facilitate explanations, the following notation will be used: The ten-digit quantity whose storage location has the address  $A_{\_}$  will be denoted by  $\bar{A}$ ; analogously,  $\bar{B}$  will denote the contents of location B.  $\bar{C}$  denotes the result of a calculation about to be stored in location C.

In addition to being stored at C, the result  $\bar{C}$  of any mathematical operation (i.e., arithmetic operations or special functions) and of MOVE 000 and CONS (see READING) is automatically stored in the special location 000. If this result is needed on the next step, (or, more generally, before it has been replaced by the result of a subsequent mathematical operation or MOVE 000 or CONS) calling it out by using 000 as an A-address will reduce the execution time in the case of

the arithmetic operations. Also, time will be saved in any mathematical operation by using 000 as a C-address when C will be needed only on the next step. Execution times are discussed in detail in a later section, but it should be emphasized that timing considerations only affect the running time of a problem, never the correctness of results. All locations are accessible at any time.

Special addresses for obtaining frequently needed numbers, such as, 0 and 1, are not provided by the system. The programmer should load such numbers into locations of his own choosing.

### III MATHEMATICAL OPERATIONS

#### III. 1. ARITHMETIC OPERATIONS

The operations will be introduced in an order chosen to facilitate the learning process. Later, a concise summary of all operation codes will be given. Alphabetic operation codes are listed in addition to the numerical ones merely to facilitate programming; they are not introduced into the 650 and need not be used at all.

The result of each arithmetic operation is rounded. If the result is zero, a machine zero is given, i. e., the machine exponent will be 00. An error stop occurs if the result of a multiplication or division would fall outside the range of the floating-decimal number representation; another error stop detects attempts to divide by zero (see STOPS).

A list of the arithmetic operations follows:

Numer. code	Alpha. code	Function
$0_1 = 1$	ADD	Add $\underline{\text{in floating-decimal form}}$ the number $\bar{A}$ stored at A to the number $\bar{B}$ stored at B, store the result $\bar{C}$ at C and 000. Abbreviated:
		$\bar{A} + \bar{B} = \bar{C}$
$0_1 = 2$	SUB	Subtract: $\bar{A} - \bar{B} = \bar{C}$
$0_1 = 3$	MPY	Multiply: $\bar{A} \cdot \bar{B} = \bar{C}$
$0_1 = 4$	DIV	Divide: $\bar{A} / \bar{B} = \bar{C}$
$0_1 = 5$	NGMPY	Multiply negatively: $-\bar{A} \cdot \bar{B} = \bar{C}$

#### III. 2. SPECIAL FUNCTIONS

The system is intended to give eight-digit accuracy (i. e., an error less than 1 in the eighth digit) in computing the special functions included whenever the input makes this accuracy possible. For trigonometric functions of an argument exceeding one revolution and for logarithms of numbers near 1, loss of accuracy follows from the mathematical properties of the respective functions and stops (which may be bypassed by the setting of a console switch) are provided when this loss exceeds two digits. For small values of the argument, where an eight-digit, fixed-decimal representation of the sine or arc tangent would contain leading zeros, the floating-decimal representation would normally introduce meaningless digits at the right

end. To reduce this nuisance to a tolerable level and also make possible trigonometric calculations with extremely small arguments, the formulas  $\sin x = x$  and  $\text{arc tan } x = x$  are used for  $|x| < .0025$  and  $|x| < .001$ , respectively. Those interested will find the methods of computing the special functions described in Section XI. 3.

Aside from the limitations imposed by the above mentioned inherent loss of accuracy and by the floating-decimal representation of the result, no restrictions apply to the natural range of the argument for the special functions. Error stops will prevent attempts to take the square root of a negative number or the logarithm of a non-positive number.

The special functions (or, more precisely, elementary transcendental functions) are:

Numer.	Alpha.	Function
$0_2 = 300$	SQRT	$\sqrt{\bar{B}} = \bar{C}$
$0_2 = 301$	EXP E	$e^{\bar{B}} = \bar{C}$
$0_2 = 302$	LOG E	$\log_e \bar{B} = \bar{C}$
$0_2 = 303$	SIN R	$\sin \bar{B} = \bar{C}, \bar{B}$ in radians
$0_2 = 304$	COS R	$\cos \bar{B} = \bar{C}, \bar{B}$ in radians
$0_2 = 305$	ART R	$\text{arc tan } \bar{B} = \bar{C}, \bar{C}$ in radians, $ \bar{C}  < \pi/2$
$0_2 = 350$	ABS	$ \bar{B}  = \bar{C}$
$0_2 = 351$	EXP 10	$10^{\bar{B}} = \bar{C}$
$0_2 = 352$	LOG 10	$\log_{10} \bar{B} = \bar{C}$
$0_2 = 353$	SIN D	$\sin \bar{B} = \bar{C}, \bar{B}$ in degrees
$0_2 = 354$	COS D	$\cos \bar{B} = \bar{C}, \bar{B}$ in degrees
$0_2 = 355$	ART D	$\text{arc tan } \bar{B} = \bar{C}, \bar{C}$ in degrees, $ \bar{C}  < 90$

Subdivisions of a degree are expressed decimalily, not in minutes and seconds.

### III. 3. MOVE 000

In many cases (particularly in connection with the use of subroutines) it may

be convenient to be able to call out a number  $\bar{B}$  from B and deposit it in C, as well as in 000, without the time-consuming use of a floating-decimal arithmetic operation. This is accomplished by the logical operation  $0_1 = 9$  ("MOVE") with A = 000. The normal use of MOVE with A  $\neq$  000 is described in Sec. IV.4.

### III. 4. AN EXAMPLE

For the benefit of anyone with no previous computer experience, a simple example illustrating the use of the mathematical operations will be inserted here. Suppose that, as a part of a program which is assumed to be already on the drum, it is desired to evaluate the function

$$f(x) = \frac{\sin x}{\sqrt{1 + e^{-x^3}}}$$

Here, x in radians is assumed to be in storage register 500 and the constant 1 in 600. The quantity  $e^{-x^3}$  is to be stored in 501, and f(x) in 502. A program might look as follows:

Alpha.	$0_1$	A or $0_2$	B	C	Comments
MPY	3	500	500	000	$x^2$
NGMPY	5	000	500	000	$-x^3$
EXP E	0	301	000	501	$e^{-x^3}$ , store in 501
ADD	1	000	600	000	$1 + e^{-x^3}$
SQRT	0	300	000	400	$\sqrt{1 + e^{-x^3}}$ , store temporarily
SIN R	0	303	500	000	$\sin x$
DIV	4	000	400	502	f(x), store in 502

The extensive use of the "previous result" address, 000, is worth noting.

## IV LOGICAL OPERATIONS

### IV. 1. TRANSFER OPERATIONS

Suppose the machine has been instructed (see LOADING) to begin a program by executing the instruction stored in, say, location 101. When this execution is completed, the machine will automatically execute instruction 102, then 103, etc., until told by the program to do otherwise. Operations whose primary function is to influence either the order in which instructions are executed by the machine or the selection of stored data upon which the instructions make the machine operate will be called logical operations. A simple example of such an operation is  $O_2 = 203$ , "Transfer Control". If in the sequence 101, 102, 103 above, instruction 103 should read "TR 0 203 000 080", the next instruction executed by the machine would be 080 instead of 104. This may be expressed by saying that "control was transferred to 080". The B-address was ignored in this case. The transfer of control may be made to depend on the result of calculations (mathematical or logical) in which case a "conditional transfer" is said to occur. Logical operations--conditional or unconditional--are needed whenever several blocks of instructions, located on various parts of the drum, are to be tied together to form a program, whenever it is desired to repeat a calculation several times, etc.

For simplicity in grouping, the following list of transfer operations includes two (UNC STOP and NOOP) whose transfer function is of a degenerate nature. In a first reading, it may be advantageous to omit the TR SUBR and TR OUT operations.

Numer.	Alpha.	Function
$O_2 = 000$	UNC STOP	Stop unconditionally. The machine stops regardless of the setting of console switches (see CONSOLE) and displays 9999 on the address lights and $\bar{B}$ on the display lights. This operation should be used only where it is intended to discontinue the execution of the program, since a continuation of the program cannot be effected by a simple depression of the PROGRAM START key (see STOPS). The C-address is ignored but should be filled, e.g., with zeros (see LOADING).
$O_2 = 200$	COND STOP	Stop conditionally and transfer. The machine stops if the PROGRAMMED STOP switch on the console is in the STOP position. The number 1120 is displayed on the address

Numer.	Alpha.	Function
		lights and $\bar{B}$ on the display lights. When the PROGRAM START key is depressed, control is transferred to C. If the PROGRAMMED STOP switch is in the RUN position, control is transferred to C without stopping.
		Caution: If the PROGRAMMED STOP switch is on RUN, the stops for loss of accuracy in sine, cosine and logarithm and the stop in the CONS operation will not occur.
		This operation may be used for stopping at check points in the early running stages of a problem, with the option of avoiding the stops during later runs.
$0_2 = 201$	TR SGN	Transfer on sign. Control is transferred to C if the result of the last mathematical operation or MOVE 000 or CONS is negative, to B if it is non-negative. (i.e., zero is regarded as having a plus sign).
$0_2 = 202$	TR EXP	Transfer on exponent. The exponent, c, of the result of the last mathematical operation or MOVE 000 or CONS is compared to B (the leading digit of B should be 0). Control is transferred to C if $c \geq B$ . If $c < B$ , control proceeds to the next instruction.
		This operation is particularly suited for the summation of series where terms are to be added until they have a prescribed number (50 - B) of leading zeros. For example, in order to return to instruction 080 only as long as the absolute value of the previous result is .0001 or greater, one would write "TR EXP 0 202 046 080". This saves a time-consuming floating subtraction preceding the test. The TR EXP operation is also intended to take the place of the TR ZERO operation found in most systems. Due to the accumulation of small errors during a calculation, it is unwise in most cases to expect a result to be exactly zero to eight figures; here a TR EXP with a suitably chosen B may prevent a never-ending repetition of a part of a program.
$0_2 = 203$	TR	Transfer. Control is transferred to C, i.e., the next instruction exe-

Numer.	Alpha.	Function
		cuted will be the one stored at C. The B address is ignored but should be filled, e.g., with zeros.
$0_2 = 204$	TR SUBR	Transfer to subroutine. The C- address of the instruction located at C is set equal to B, whereupon control is transferred to C. The sign of the instruction at C is made positive. (For an elucidation and applications see SUBROUTINES.)
$0_2 = 205$	TR OUT	Transfer out. Control is transferred to C and the instruction stored there is executed in the basic language of the machine (i.e., outside the inter- pretive system). When an instruc- tion address 1095 is given in the basic language, control is returned to the interpretive system beginning at the instruction following the TR OUT. The B-address of the TR OUT instruction is ignored but should be filled, e.g., with zeros. The pro- grammer in basic language must be careful not to use locations above 999, which are occupied by the interpretive system.
$0_2 = 454$	NOOP	No operation. Control proceeds to the next instruction. The B- and C-addresses are ignored but should be filled, e.g., with zeros.

This operation is likely to occur in connection with tracing (see TRACING, particularly the ST TR ERAS operation) or when a superfluous instruction has been deleted from a program.

#### IV.2. LOOP OPERATIONS

A highly repetitive character is required of any problem to be economically handled on an automatic computer. In certain instances, such as Newton's iteration procedure for the solution of equations, a repetitive process or "loop" is conveniently programmed, merely using conditional transfer operations. In many cases, however, some of the instructions to be repeated must be slightly modified in a

systematic way before each new repetition. For example, in the evaluation of a linear expression  $\sum_{i=1}^N a_i x_i$  with the  $a_i$  and the  $x_i$  stored in blocks of consecutive locations, the addresses of  $a_i$  and  $x_i$  must be increased by 1 each time a new term is to be computed. To facilitate programming of this kind, the system provides two methods of so-called address modification.

One of these methods employs a special counter called the loop box, which is stored in a location normally inaccessible to the programmer. If an instruction carries a minus sign, the current contents of the loop box will be added to the instruction (in fixed-decimal arithmetic and without regard to the sign) before it is executed. If, for example, the instruction - 1 531 600 901 is given and the loop box contains + 0 009 000 009, the instruction actually executed by the machine would read 1 540 600 910. The original instruction remains unchanged in its storage location. At the end of a calculation, an  $0_2$  instruction called LOOP enables the programmer to increase the contents of the loop box by 1 in one or several address positions and to transfer control back to the beginning of the calculation. Hence, the calculation may be carried out repeatedly, each time with different addresses used in the execution of instructions with minus signs. A test provision included in the LOOP order stops the repetition after a specified number of executions and resets the loop box to zero for future use. An example will be given after the following list of LOOP operations.

Numer.	Alpha.	Function
$0_2 = 100$	LOOP A	Loop on A. The contents of the loop box are increased by 0 001 000 000. In other words, the A-segment of the loop box is increased by 1. After the increase, the A-segment of the loop box is compared to the B-address of the LOOP instruction. If the A-segment is less than B, control is transferred to C. If the A-segment is equal to B, (or greater, which will never be the case in normal use) the loop box is reset to zero and control proceeds to the next instruction.
$0_2 = 010$	LOOP B	Loop on B. Analogous to LOOP A, with the B-segment of the loop box now being increased and compared to the B-address of the LOOP instruction.
$0_2 = 001$	LOOP C	Loop on C. Analogous to LOOP A, with the C-segment of the loop box being increased and compared to B.

Numer.	Alpha.	Function
$0_2 = 110$	LOOP AB	Loop on A and B. Analogous to LOOP A. The A- and B-segments of the loop box are increased by 1 and the A-segment is compared to B.
$0_2 = 101$	LOOP AC	Loop on A and C. Analogous.
$0_2 = 011$	LOOP BC	Loop on B and C. Analogous. The B-segment is used for the comparison.
$0_2 = 111$	LOOP ABC	Loop on A, B and C. Analogous. The A-segment is used for the comparison.

To illustrate the use of a LOOP order, consider the evaluation of the linear expression  $L(x) = \sum_{i=1}^{20} a_i x_i$ , where the  $a_i$  and the  $x_i$  are stored in memory. In choosing storage locations for numbers, it is wise to plan in advance how they are to be used in the program. In this case, since the  $a_i$  and the  $x_i$  are to be reached using the LOOP operation, it is advantageous to store them in blocks of consecutive locations, say the  $a_i$  in  $800 + i$  and the  $x_i$  in  $900 + i$ , ( $i = 1, 2, \dots, 20$ ). Suppose  $L(x)$  is to be stored in 700. For simplicity, assume that register 700 contains zero at the beginning of the calculation and that the loop box has been reset. The entire program for this calculation might be written as follows:

Instr. No.	Alpha.	Sign.	$0_1$	A or $0_2$	B	C
101	MPY	—	3	801	901	000
102	ADD	+	1	000	700	700
103	LOOP AB	+	0	110	020	101
104	Next instruction in the problem.					

Note that the B-address of the LOOP order simply indicates the number of times the arithmetic calculation is to be performed, including the first time when the addresses are actually unmodified (modified by adding zero). The practice of starting the instruction numbering at, e.g., 101, rather than 001 facilitates later additions to the beginning of a program.

The loop box is automatically reset at the beginning of a new problem (see LOADING), and whenever a transfer out of a loop is effected by a loop order (as stated in the definitions above). Hence, the resetting of the loop box need not concern the programmer under normal conditions. If the need for resetting the loop box should arise, however, this is easily done by giving, e.g., the order LOOP A with the B-address 000. According to the definition of LOOP A, this will cause control to proceed to the next instruction with a resetting of the loop box.

The C-address is irrelevant in this case. This situation would arise if control were transferred out of a loop in the middle of it by one of the conditional transfer operations.

It is worth observing that a LOOP operation may be advantageously used in some cases where address modification is not involved, simply to repeat a sequence of steps a prescribed number of times, e.g., each time adding a fixed increment to a parameter. In such a case, any one of the loop orders could be chosen, (see EXECUTION TIMES, however) and no negative instructions would occur.

The advantages of the loop-box method are its simplicity and high speed and the fact that the original instructions remain unchanged in memory. It is limited by the fact that there is only one loop box and hence, all instructions to be modified are modified in the same way. To handle situations more complicated than this, the system provides a set of operations described in the next section.

#### IV. 3. ADDRESS CHANGE OPERATIONS

Many problems can be completely programmed without the use of address change operations, and for someone approaching the field of internal programming for the first time, it might be advantageous to ignore this section until the need for more general logical operations arises.

The functions of the address change operations are: (a) To increase or decrease a designated address of an instruction in storage by any given amount; (b) To set such an address to a given value (without reference to its previous value); and (c) To transfer control as a result of comparing such an address to a given number.

There are nine  $O_2$ -operations among the address change operations. In each of these, the B-address gives the location of the instruction ( $\bar{B}$ ) to be changed and the C-address is the amount of change. For example, suppose the instruction  $0\ 600\ 750\ 005$  (using the operation  $O_2 = 600$ , ADD A) is given and suppose location 750 contains the instruction  $1\ 320\ 400\ 000$ . Then the A-address, 320, of this instruction will be increased by 005 and the resulting instruction  $1\ 325\ 400\ 000$  stored back in 750. Similarly, if  $0\ 050\ 750\ 333$  were given, (using  $O_2 = 050$ , SET B) the instruction in 750 would be changed to read  $1\ 320\ 333\ 000$ . In brief:

Numer.	Alpha.	Function
$O_2 = 500$	SET A	Set the A-address. The A-address of the instruction ( $\bar{B}$ ) specified by B is set equal to C.
$O_2 = 050$	SET B	Set the B-address. The B-address of the instruction ( $\bar{B}$ ) specified by B is set equal to C.
$O_2 = 005$	SET C	Set the C-address. The C-address of the instruction ( $\bar{B}$ ) specified by B is set equal to C.

Numer.	Alpha.	Function
$0_2 = 600$	ADD A	Add to the A-address. The A-address of the instruction ( $\bar{B}$ ) specified by B is increased by C.
$0_2 = 060$	ADD B	Add to the B-address. The B-address of the instruction ( $\bar{B}$ ) specified by B is increased by C.
$0_2 = 006$	ADD C	Add to the C-address. The C-address of the instruction ( $\bar{B}$ ) specified by B is increased by C.
$0_2 = 700$	SUB A	Subtract from the A-address. The A-address of the instruction ( $\bar{B}$ ) specified by B is decreased by C.
$0_2 = 070$	SUB B	Subtract from the B-address. Analogous to SUB A.
$0_2 = 007$	SUB C	Subtract from the C-address. Analogous to SUB A.

The sign of the instruction being modified remains unchanged and does not affect the outcome of the modification. Attempts to increase an address beyond 999 or decrease it below 0 will result in erroneous operation not prevented by error stops.

Three  $0_1$ -operations, TR A, TR B and TR C, complete the set of address change operations. In each of them, the A-address specifies the instruction ( $\bar{A}$ ) to be called out and the B-address is the constant to which a specified address is to be compared. In case of inequality, control is transferred to C. For example, if the instruction 6 750 325 200 (using  $0_1 = 6$ , TR A) is given, control will be transferred to 200 if the instruction in 750 reads 1 320 400 000 but control will proceed ahead if 750 contains 1 325 400 000. Summarizing:

$0_1 = 6$	TR A	Transfer on the A-address. The A-address of the instruction ( $\bar{A}$ ) specified by A is compared to B. Control is transferred to C if they are unequal but proceeds to the next instruction if they are equal.
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Numer.	Alpha.	Function
$0_1 = 7$	TR B	Transfer on the B-address. The B-address of the instruction ( $\bar{A}$ ) specified by A is compared to B. Control is transferred to C if they are unequal but proceeds to the next instruction if they are equal.
$0_1 = 8$	TR C	Transfer on the C-address. The C-address of the instruction ( $\bar{A}$ ) specified by A is compared to B. Control is transferred to C if they are unequal but proceeds to the next instruction if they are equal.

As an introductory example, the summation in the section on LOOP OPERATIONS will be programmed again using address change methods. This would be an inefficient choice in an actual problem, but it will best illustrate the difference, as well as the analogy between the two methods. It is again assumed that register 700 contains zero at the start, but the steps analogous to the resetting of the loop box will be included.

Inst.	Alpha.	Sign	$0_1$	$A \text{ or } 0_2$	B	C
101	SET A	+	0	500	103	801
102	SET B	+	0	050	103	901
103	MPY	+	3	[ ]	[ ]	000
104	ADD	+,	1	000	700	700
105	ADD A	+	0	600	103	001
106	ADD B	+	0	060	103	001
107	TR A	+	6	103	821	103
108	Next instruction in the problem.					

The brackets in the A- and B-addresses of instruction 103 are used to indicate that these addresses are variable and will be supplied by the program before the instruction is executed, hence what is written there when the program is loaded into the machine is irrelevant. At the end of the program when instruction 108 is reached, memory location 103 will contain + 3 821 921 000. It is assumed that the summation just programmed is part of a larger problem in which it is used repeatedly. This is the reason for the SET A and SET B instructions. If 801 and 901 were simply loaded into their respective positions in instruction 103 initially, the summation would be performed correctly the first time it is used, but the next time when the summation is called for, instruction 103 would read + 3 821 921 000 and erroneous calculations would result. The SET instructions could, of course, have been inserted after the completion of the summation, restoring instruction 103 to its proper

value for the next application, but this procedure is not recommended because it makes it more difficult to restart the problem from the beginning without reloading the program in case of an interruption (e.g., error stop) during the loop.

A more realistic example of the use of address change methods would be a calculation involving more than one summation index or parameter. Then, one of the fast and convenient LOOP orders would normally be used in the "inner loop", i.e., the loop occurring most frequently, with address change operations controlling the "outer loop" or loops. Suppose, for example, that it is desired to calculate  $S_j = \sum_{i=1}^{10} a_{ji} x_i$  for  $j = 1, 2, \dots, 5$ , where the  $a_{ji}$  are stored in  $800 + 10 + j$

(i.e.,  $a_{11}$  is in 811,  $a_{12}$  in 812, etc.;  $a_{21}$  in 821,  $a_{22}$  in 822, and so forth), the  $x_i$  in  $900 + i$ , and the  $S_j$  are to be stored in  $700 + j$ . It will be assumed that register 500 contains zero. For completeness, the setting of all variable addresses to their initial values for repeated use of the summation program will be included.

Instr.	Alpha.	Sign	$0_1$	A or $0_2$	B	C	Comments
101	SET A	+	0	500	104	811	Set variable addresses to their initial values
102	SET C	+	0	005	107	701	
103	MOVE	+	9	000	500	400	Set register 400 to zero
104	MPY	-	3	[ ]	901	000	"Inner loop" i.e., summation on i
105	ADD	+	1	000	400	400	
106	LOOP AB	+	0	110	010	104	
107	MOVE	+	9	000	400	[ ]	Store the result
108	ADD A	+	0	600	104	010	Increase addresses for next repetition in the outer loop (j-loop)
109	ADD C	+	0	006	107	001	
110	TR C	+	8	107	706	103	Test for end of j-loop
111	Next instruction in the problem.						

A superficial examination of this program might suggest that only 1/5 of the program is devoted to actual arithmetic calculation (!), but it should be observed that in terms of the number of instructions executed by the machine when one complete summation is performed, the arithmetic ones are still in the majority, and in terms of execution time they comprise about 3/4 of the program.

In programming problems involving several loops, it may be helpful to consider the structure of a loop in terms of four phases:

1. Initialization. Where addresses in the loop are set to their initial values, registers used for summation are set to zero, etc.. The automatic resetting of the loop box and the fact that addresses remain unchanged in memory tend to reduce the initialization when the loop is controlled by a LOOP operation. In the summation problem above, steps 101 and 102 constitute the initialization for the outer loop, step 103 is the initialization for the inner loop. Notice that step 103 is repeated as a part of the outer loop.
2. Execution. Comprising the mathematical operations of the loop, as well as any logical operations associated with a loop inside the one being executed. Above, the execution of the inner loop consists of steps 104 and 105 and the execution of the outer loop consists of 103-107.
3. Modification. Where addresses, parameter values, etc., are increased or decreased. The modification of the inner loop above is included in the LOOP instruction. The modification of the outer loop consists of steps 108 and 109. The position of the modification in the program in relation to the execution and test is frequently subject to choice.
4. Test. Determining whether the loop is completed or further repetition is required. The LOOP instruction includes the test for the inner loop and step 110 is the test for the outer loop.

Note: It is important to write loops in such a way that all initializations are performed by the program, not by loading. If this rule is not followed, it will not be feasible to restart the program during testing or after a machine stop without reloading. For example, if a register is used for summation, it should be reset before being used in the summation loop by moving zero into it from another location, not by loading zero into it from a card.

Many programmers find it helpful in programming a large problem to draw a block diagram or flow chart with one box representing each phase of each loop and arrows connecting the boxes showing the flow of control.

The address change operations, particularly the SET operations, are frequently useful in non-repetitive situations as well. An example of this will be found in the section on SUBROUTINES.

If a program appears to require a large amount of address modification and particularly, if this occurs because a quantity whose address is subject to

change is needed in many places in the execution of a loop, it may be advantageous to write the execution largely in terms of fixed addresses and perform the modifications by moving data. Instruction 107, in the example above, illustrates this in a simple way: If the registers  $700 + j$  themselves had been used in the summation process, (step 105) both the B- and C-addresses of step 105 would have required modification in the outer loop, as well as the C-address of instruction 103. For cases where several numbers are to be moved at the same time, a more general MOVE operation than the MOVE 000 used so far is available and will be described in the next section.

#### IV. 4. MOVE

The MOVE operation is defined as follows:

Numer.	Alpha.	Function
$0_1 = 9$	MOVE	Move. If $A \neq 000$ , the block of $A$ consecutive words beginning at $B$ is moved into the set of $A$ consecutive locations beginning at $C$ . The words in the original locations are not destroyed, except where the two regions overlap. The number in location 000 ("previous result") is not affected when $C \neq 000$ . Both $C > B$ and $C < B$ are permissible. An error stop occurs if $C + A - 1 \geq 1000$ . If $A = 000$ , the word ( $\bar{B}$ ) specified by the B-address is moved into location $C$ and into 000. It also remains in location $B$ .

MOVE with  $A = 000$  differs from MOVE with  $A = 001$  only in that the execution time with  $A = 000$  is shorter and that the previous result location is affected.

Note: If a number is to be moved from location  $B$  into 000 for use in a TR SGN or TR EXP operation on the next step, MOVE 9 001 B 000 must not be used, since these transfer operations work strictly according to their definitions (see Sec. IV. 1.). The correct instruction would be MOVE 9 000 B 000. (Internally, these transfer operations inspect a duplicate "previous result" location rather than 000!)

As an example, suppose  $x_1$  is in 701,  $x_2$  in 702, ...,  $x_5$  in 705 and the instruction MOVE 9 005 701 703 is given. Then  $x_1$  will be found in 703,  $x_2$  in 704, ...,  $x_5$  in 707, after execution.

In conclusion, it should be pointed out that the use of the logical operations

is by no means restricted to the straightforward functions for which they are primarily intended. The programmer will find innumerable ways of increasing the efficiency and elegance of his programs by unusual applications, particularly of the address change operations. As a weird example, suppose it is desired to multiply the numbers located in registers 1, 4, 9, 16, 25, 36, ..., 400 (!) by a constant located in 600 and store the results in 501, 502, 503, ..., 520:

Instr.	Alpha.	Sign	$0_1$	$A \text{ or } 0_2$	B	C
898	SET A	+	0	500	900	001
899	SET C	+	0	005	901	003
900	MPY	-	3	[ ]	600	501
901	ADD A	+	0	600	900	[ ]
902	ADD C	+	0	006	901	002
903	LOOP C	+	0	001	020	900
904	Next instruction in the problem.					

## V INPUT-OUTPUT OPERATIONS

### V. 1. CARD FORM

By a card form is meant a specific assignment of card columns to form fields for data, instructions, identification, etc., in connection with a given program or interpretive system. In the 650, information is transmitted to and from cards through a control panel, and anyone whose needs call for a special card form can adapt it for use in connection with the interpretive system merely by simple control-panel wiring. For most needs, the following card form, associated with the interpretive system, is likely to be found adequate. At this point, only brief definitions of the card fields will be given for reference in subsequent sections where their use will be explained in detail:

Columns	Definition
1-4	Card number
5-6	Deck number
7-9	Location
10	Word count
11	Sign of word 1
12-21	Word 1
22	Sign of word 2
23-32	Word 2
33	Sign of word 3
34-43	Word 3
44	Sign of word 4
45-54	Word 4
55	Sign of word 5
56-65	Word 5
66	Sign of word 6
67-76	Word 6
77-79	Problem number
80	Tracing identification

The same card form is used in all input-output operations, as well as in tracing. Both instructions and data are signed ten-digit words and are entirely indistinguishable in connection with input-output operations.

### V. 2. PUNCHING

At any point in the problem, the machine may be ordered to punch into cards the contents of any set of memory locations, together with appropriate identification. In some problems, it may be desirable to punch out answers one at a time, perhaps together with the values of relevant parameters; in others it may be preferable to punch out a large amount of information at less frequent intervals. There are also cases where it is advantageous to punch out instructions: In connection with testing

(see PROGRAM TESTING) in order to examine a program interrupted at a chosen point, and in connection with loading, (see LOADING) in order to reduce the size of a deck of cards. All of these ends are served by the following instruction:

$O_2 = 410$

PCH

Punch cards. The block of consecutive words beginning at B and ending at C (inclusive) is punched into cards. Five words and a word count of 5 are punched into each card but the last, whose word count will be the remainder when  $C-B+1$  is divided by 5. On each card, the location from which word 1 was punched is punched into columns 7-9. The words in storage are not destroyed. A cumulative count of the number of cards punched during the problem (i. e., since LOADING) is punched into columns 1-4. The problem number (see LOADING) is punched into columns 77-79 and zero is punched into columns 6 and 80. An error stop occurs if  $B > C$ .

If it is desired to punch six words to a card, this may be done by adding a special card behind the punching deck (see LOADING). This card should have an x-punch in column 5, 1969 in columns 6-9, 1 in column 10, a 12 punch in column 11, and 00 0006 0000 in column 12-21.

The punched cards are likely to be used for one (or both) of two purposes (in addition to possible processing on other equipment): The information on them may be printed on a tabulator or they may be loaded (or READ) into the 650 at a later time. Details of the printing will not be given here, since they depend on the characteristics of the tabulator, but the printing form may be assumed to be roughly identical with the card form with proper spacing between words. (Suggestions on tabulator wiring are given in Sec. XI. 5.) It is assumed that the suppression of the superfluous words punched into the last card, if its word count is not 5, will be performed on the tabulator control panel. If this is not feasible, it may be done in the 650 by adding three cards to the punching deck. For details, see Sec. XI. 1.

Selective spacing between lines in printing may be accomplished in several ways, even though no operation in the 650 is provided for this purpose. A brief discussion will be given here, since spacing considerations may affect the use of the PCH operation in programming. Through the setting of switches on the tabulator, a choice of any of the following spacing alternatives may be provided:

- (a) Single or double spacing.

- (b) Spacing between every n lines (with n chosen by wiring, normally, e.g., n = 10).
- (c) Spacing after any line whose word count is less than the word count of the preceding line.
- (d) Spacing before any line whose location number has a units digit smaller than the units digit of the location number of the preceding line.

Alternative (c) is suited for the printing of information punched from fairly large blocks of locations by one PCH order. Spacing will occur after each block, unless the block length is a multiple of 5, which can be avoided by programming. Alternative (d) is intended for information punched repeatedly from the same set of locations and provides the option of spacing when the loop is interrupted, e.g., for changing a parameter value.

### V. 3. LOADING

When a program has been written, and careful inspection reveals no further errors, it is key punched into cards following the card form given in Sec. V. 1. To reduce to a minimum the number of errors to be found with the aid of the 650, the cards should be run through a verifier operated by another person or, alternatively, key punched independently by two operators and compared on a reproducer. The programmer has the option of specifying the number of words to be punched to a card: Punching 5 or 6 to a card will keep the program deck small from the outset and eliminate the need for condensing the deck on the 650 later. Punching one word to a card is felt by some programmers to facilitate changes. Each card must have in columns 7-9 the location into which word 1 is to be loaded, and in column 10 the number of words to be loaded from the card into consecutive locations. Columns 1-6 and 77-80 are not read by the 650 (except that the problem number is read from the last card, see below) and may be used by the programmer as he deems best. Each column of each field to be used by the machine must contain one and only one punch and an error stop is provided to enforce this rule. A 12-punch is used for plus, an 11- or x-punch for minus and a 0-punch--not a blank column--for zero. If the word count is less than 6, unused word fields and sign columns may be left blank. No distinction is made between data and instructions in key punching and loading.

LOADING is the process of feeding data and instructions into the machine at the beginning of a problem. If the previous user of the 650 was not using the interpretive system or if there is any reason to doubt that the system is correctly stored on the drum, the program deck should be preceded in loading by a deck which loads the interpretive system (in 51.9 seconds) into the memory locations above 999. Before the program deck, the programmer may also place a Reset Memory Card, which will (in 6.3 seconds) reset each of the memory locations 001-999 to minus zero. (This is useful in connection with the punching out of sections of memory in

testing.) Immediately behind the program deck--no blank cards are used in the card reader in connection with this interpretive system--the programmer places one of two nine-card decks to inform the machine whether he wants normal operation or TRACING described in a later section. (If he knows that he wants the same mode of operation as the previous user, he can omit these cards but the gain is only 2.7 seconds.) Last, he must place a so-called transfer card with a zero punched in column 10, the problem number in 77-79 and the location of the instruction at which the program begins in columns 7-9. The word fields on this card may be left blank.

The loading program automatically resets the loop box, the card counter (see PUNCHING) and location 000 to zero.

The order in which the program cards are loaded is irrelevant, unless the same location is loaded into from more than one card, in which case the last such card, of course, determines the contents of the location. This may occur in connection with changes of a temporary nature, which may be placed at the end of the deck and later removed, leaving the program in its original form. In the deck which loads the interpretive system, the order of the cards must be preserved, and an error stop is provided to insure this, thereby ascertaining that no part of the system is missing.

In summary, a complete deck to be loaded must contain:

System deck (173 cards)  
Reset Memory card (optional)  
Program deck  
Mode-of-operation deck (9 cards)  
Transfer card

The control console of the 650 need be of almost no concern to the user of the interpretive system under normal conditions. He must only make sure that all switches on the console are set in a fixed manner required by the system, and these settings will now be listed without any description of the function of the switches. Certain ways of using the console are described in the sections on READING and PROGRAM TESTING.

Switches	Settings
Storage entry	70 1951 1333 +
Programmed stop	Stop (see COND STOP)
Half cycle	Run
Address selection	1338 (see STOPS)
Control	Run
Display	Upper Accumulator
Overflow	Stop
Error	Stop

To start a problem, the deck to be loaded is placed in the card reader, and

the following keys are depressed in order:

- (1) COMPUTER RESET
- (2) PROGRAM START
- (3) START

(on the console)  
(on the console)  
(on the card reader)

When the last card leaves the hopper, the machine stops and the key labelled

- (4) END OF FILE

(on the card reader)

is depressed. If the deck has been correctly put together, the execution of the program will then start automatically.

The program deck may be run out at any time after loading by depressing the START key, unless a READ instruction is contained in the program. Blank cards should be inserted into the PUNCH hopper and the START key on the punch side depressed.

To make the 650 produce a condensed program deck in case the program was originally key punched one instruction to a card, a PCH instruction should be given at the very beginning of the program. This instruction may be bypassed during subsequent executions of the program merely by changing the location number on the transfer card.

#### V. 4. READING

In some problems, particularly in applications of a data processing nature, it may be desirable to read information into the machine during the execution of the program without manual interference. This is accomplished by the READ operation:

$0_2 = 400$

READ

Read cards. The block of consecutive storage locations beginning at B and ending at C (inclusive) is read into from cards. The address B must appear in the location field on the first card, as well as in the READ instruction, and the location field on each card following must contain the sum of the word count and location on the previous card. The sum of the word counts of all cards to be read must be  $C-B+1$ . Violations of these requirements, which have been included for the programmer's protection, will result in error stops.

The cards to be read should be placed in the hopper of the card reader immediately following the transfer card (no blank cards).

The decisions made with the aid of conditional transfers and other logical operations are normally based on criteria predetermined by the programmer and incorporated into the program. If the programmer wishes to influence the program during its execution, e.g., on the basis of a result displayed on the console in connection with a COND STOP instruction, he may do so using the CONS operation:

$0_2 = 401$

CONS

Read console. The machine stops if the PROGRAMMED STOP switch is on STOP. Zero is displayed on the display lights and 1131 on the address lights. When the PROGRAM START key is depressed, the number entered on the STORAGE ENTRY SWITCHES is stored in location C and in 000 (the "previous result" location). If the PROGRAMMED STOP switch is on RUN, the storing takes place without a stop preceding. The B-address is ignored but should be filled, e.g., with zeros.

An example of an application of CONS might be the feeding in of an "educated guess" for a starting value in connection with the solution of algebraic equations. Another application, involving only the storage entry SIGN switch, might be to continue a program until another user is ready to take the machine, at which time a change in the SIGN switch setting, interpreted by a TRSGN operation, causes the program to punch out intermediate results for later restart.

## VI PROGRAM TESTING

### VI. 1. MEMORY PRINT-OUT

The choice of methods for testing ("debugging") a program by comparing results of machine calculation to known quantities or to results of independent calculations by other means is governed by the relative availability of machine time and programmer time. If machine time is freely available, testing with the aid of the control console is highly efficient, as well as instructive and enjoyable, as soon as a certain facility for operating the console has been acquired. Particularly in the case of small problems, the method of tracing--where a card is punched for each instruction executed, showing all numerical and logical quantities associated with the execution--may be the most desirable in that it gives an almost certain clue to the difficulty within a predictable, if not very short, period of machine time and allows the programmer to study the material at his leisure. The method most economical of machine time and yet frequently sufficiently illuminating is that of memory print-out. It might be suggested that on most problems in a busy but not heavily over-loaded installation, the methods be used in the order reverse to that in which they were mentioned here. Some directions for their use will now be given.

The memory print-out method simply consists of inserting temporarily into the program at one or several suitably chosen points PCH orders (see PUNCHING) calling for the punching of blocks of information--data or instructions--which, when printed on the tabulator, will give a picture of the progress of the program. Since 1000 words may be punched 5 to a card in two minutes, it is not out of the question to punch out the contents of every register used in a problem--including all the instructions--several times. To get the most benefit from this method, the programmer should, in any problem that does not threaten to fill the entire available memory, avoid using the same storage location for storing different quantities at different times whenever feasible, so that as many partial results as possible are preserved for the memory print-outs. Whenever a test case of a problem is run, even if memory print-out is not chosen as the primary testing method, it would certainly be advisable to make the last instruction of the test deck punch out the entire memory used. A flexible alternative would be to have scattered through the program CONS--TR SGN combinations which transfer control to a PCH order if the storage entry sign switch is turned to minus.

Temporary instructions may be inserted into a program in two ways: Either they are included in the normal sequence of instructions when the program is initially written and replaced either by NOOP instructions (see Sec. IV.1) or by transfer to the next non-temporary instruction when no longer needed, or else one of the regular instructions of the program is replaced by a TR to a vacant location L, the regular instruction is placed in L, the temporary ones in L + 1, L + 2, etc., and at the end of this temporary sequence a TR back to the normal program is given. In either case, the temporary instructions may (as suggested in LOADING) be kept

as a separate deck at the end of the program deck, eliminating any changes in the main program deck and simplifying bookkeeping.

## VI. 2. TRACING

If the tracing deck of nine cards is loaded with the program deck, (see LOADING) the machine will automatically start tracing from the beginning of the program, as specified by the transfer card. Before the execution of each instruction, a card with the following information will be punched:

Columns	Definition
1-4	Card number (cumulative)
6	Zero
7-9	Location of the instruction about to be executed.
10	Six
11-21	The instruction as stored in memory.
22-32	The instruction as modified for execution (i. e., with the loop box added if minus).
33-43	The contents of the loop box.
44-54	$\bar{A}$ if $A \neq 000$ , zero if $A = 000$ .
55-65	$\bar{B}$
66-76	The contents of location 000 (i. e., the result of the last mathematical MOVE 000 or CONS operation).
77-79	Problem number.
80	Eight (used by the tabulator for automatic selection of a different printing form for trace cards).

The punching rate will be 100 cards per minute except in the case of very time-consuming operations, such as, the moving of a large block of information. The advantage of punching the trace card before execution is that information will be punched for an instruction whose execution is interrupted by an error stop. In the case of instructions (such as LOOP or TR EXP) whose B-address does not refer to a memory location, the quantity  $\bar{B}$  is irrelevant. Tabulator wiring to suppress the printing of  $\bar{B}$  in such cases can be provided if sufficient selection equipment is available. The PCH operation is bypassed when the machine is operating in the tracing mode, i. e., PCH is equivalent to NOOP.

If a program is too long to be traced in its entirety or if this is unnecessary, selective tracing may be effected by using the following operations:

$0_2 = 450$

START TR

Start tracing. If the nine-card tracing deck has been loaded, the machine will start tracing from the next instruction. If it is already tracing, it will continue to trace. The B and C addresses are ignored. If the deck for normal operation has been loaded, START TR will be equivalent to NOOP.

$0_2 = 451$

STOP TR

Stop tracing. If the machine is tracing, it will discontinue tracing immediately. If it is not tracing, STOP TR will be equivalent to NOOP. The B and C addresses are ignored.

$0_2 = 452$

ST TR ERAS

Start tracing and erase itself. If the tracing deck has been loaded, the machine will start tracing from the next instruction. If it is already tracing, it will continue to trace. If the deck for normal operation has been loaded, tracing will not begin. In all cases, the ST TR ERAS instruction will be replaced in memory by a NOOP ( $0_2 = 454$ ) during its first (and only!) execution. The B and C addresses are ignored.

The bypassing of the PCH operation is in effect as long as the trace program is on the drum and is not affected by the selective tracing orders. To make PCH operative, the nine-card deck for normal operation must be loaded.

The purpose of the ST TR ERAS operation is to make it possible to trace the repetitive steps of a loop either once or twice and then stop tracing until the loop is completed. To get the steps traced once, one may place the pair STOP TR, ST TR ERAS at the beginning of the repeated portion of the loop; to get them traced twice, one places this pair of instructions at the end immediately preceding the test. As a specific example, suppose it is required to trace twice the steps of the loop programmed in the section on LOOP OPERATIONS and suppose vacant locations are available from 900 up. Assume that the machine is tracing as it enters the loop. The original program reads as follows:

101	MPY	-	3	801	901	000
102	ADD	+	1	000	700	700
103	LOOP AB	+	0	110	020	101
104	Next instruction in the problem.					

The following instructions could be added as a temporary deck at the end of the program deck:

102	TR	+	0	203	000	900
900	ADD	+	1	000	700	700
901	STOP TR	+	0	451	000	000
902	ST TR ERAS	+	0	452	000	000
903	TR	+	0	203	000	103

Notice that the TR instruction gets loaded into 102 after the regular program, replacing the ADD instruction, as explained in LOADING. This example is, of course, unrealistic in that selective tracing would hardly be needed for testing such a simple loop.

### VI. 3. CONSOLE TESTING

Testing with the aid of the control console requires some familiarity with the internal structure of the interpretive system (see Sec. XI) and with the basic language of the 650. Console testing is more attractive on the 650 than on most machines due to the ADDRESS STOP feature: If the CONTROL switch is turned to the ADDRESS STOP position, the execution of the program will proceed at electronic speed until the address set up on the ADDRESS SELECTION switches is reached. At that point, the machine stops, and the contents of various registers may be examined on the display lights or the program may be continued manually one step at a time. Alternatively, the program may be punched out on cards at this point by merely feeding in one card with a PCH instruction, going into any vacant location, followed by a transfer card specifying this location. Console testing, in connection with the interpretive system, is likely to be needed only in exceptional cases.

The ADDRESS STOP feature of the 650 may be used in conjunction with a special address stop transfer card when it is desired to start tracing from a certain instruction N in the middle of a program after running at full speed up to that point. (This may, of course, alternatively be accomplished using the tracing operations described in Sec. VI. 2, but then the value of N must be decided upon in advance and the proper program changes key punched.) The procedure is as follows: Set the ADDRESS SELECTION switches to N and turn the CONTROL switch to ADDRESS STOP. Load as usual and run until the machine stops at the instruction N. (For details on possible earlier stops see below.) Then set the CONTROL switch to RUN and load the tracing deck followed by the address stop transfer card. Tracing will begin immediately and the first instruction traced will be N.

In choosing N it must be remembered that the loop box and location 000 are reset to zero when the tracing deck is loaded. If this restriction is inconvenient,

it can be circumvented by placing a special card in front of the tracing deck. The card counter and the problem number are also reset to zero, unless the tracing deck has been modified to prevent it.

If the CONTROL switch is kept in the ADDRESS STOP position when the program deck is loaded, one stop will occur when location N is reset by the memory reset card and another when the programmer's instruction is loaded into N. Also, stops may occur before instruction N is reached in the program, if N is referred to in an ADDRESS CHANGE or MOVE operation (but not if N is one address in a conditional transfer instruction and control is transferred to the other address). After each stop, operation will resume when the PROGRAM START key is depressed. If the CONTROL switch is left in the ADDRESS STOP position during tracing, two stops will occur each time N is referred to (and one if N is the B-address of a transfer instruction).

The program can be continued at full speed (punching mode) after a period of tracing by following the procedure described above with the punching deck in place of the tracing deck.

The address stop transfer card has 69 1976 1952 24 1061 1098 in columns 1-20 and a 12-punch in each of columns 1, 10 and 20. The special card for bypassing the resetting steps in loading has 69 1953 1952 24 1278 1953 70 1951 1344 in columns 1-30 and a 12-punch in each of columns 1, 10, 20 and 30. (See Deck 7, Sec. XI. 7.)

If the value of N has been decided upon in time to get it key punched into a regular transfer card, (Sec. V. 3) this card may, of course, be used in place of the address stop transfer card in the procedure described above.

A programmer familiar with the internal structure of the interpretive system will be able to think of many other cases where special needs can be met using machine language cards ("load cards").

## VII SUMMARY OF OPERATION CODES

### **0<sub>1</sub> OPERATIONS**

Num.	Alpha.	Page Ref.	Num.	Alpha.	Page Ref.	Num.	Alpha.	Page Ref.
0	GO to 0 <sub>2</sub>	8	000	UNC STOP	13	300	SQRT	11
			200	COND STOP	13	301	EXP E	11
1	ADD	10	201	TR SGN	14	302	LOG E	11
2	SUB	10	202	TR EXP	14	303	SIN R	11
3	MPY	10	203	TR	14	304	COS R	11
4	DIV	10	204	TR SUBR	15	305	ART R	11
5	NGMPY	10	205	TR OUT	15	350	ABS	11
						351	EXP 10	11
6	TR A	19	100	LOOP A	16	352	LOG 10	11
7	TR B	20	010	LOOP B	16	353	SIN D	11
8	TR C	20	001	LOOP C	16	354	COS D	11
			110	LOOP AB	17	355	ART D	11
9	MOVE	23	101	LOOP AC	17			
			011	LOOP BC	17	400	READ	29
			111	LOOP ABC	17	401	CONS	30
						410	PCH	26
			500	SET A	18			
			050	SET B	18	450	START TR	33
			005	SET C	18	451	STOP TR	33
			600	ADD A	19	452	ST TR ERAS	33
			060	ADD B	19			
			006	ADD C	19	454	NOOP	15
			700	SUB A	19			
			070	SUB B	19			
			007	SUB C	19			

## VIII STOPS

Error circuits in the 650 will stop the machine on attempts to use invalid information, such as, that represented by blank columns or double punches, as well as on several kinds of machine malfunctioning, and will indicate on the control console the nature of the error. If this occurs during the loading of a new deck, the cards should be examined. In other cases, a note should be made of the indications on the console, and the procedure that led to the stop should, if possible, be repeated exactly in order to determine whether the error is systematic in nature.

All stops, which are part of the interpretive system, will now be listed. Conditional stops will occur only if the PROGRAMMED STOP switch is set to STOP. On a conditional stop, the PROGRAM LIGHT in the OPERATING section of the console will be on and no lights in the CHECKING section should be on. The program will continue if the PROGRAM START key is depressed. On an unconditional stop, the STORAGE SELECTION light in the CHECKING section will be on. Normally, operation should be discontinued after an unconditional stop and changes made in the program in order to avoid the stop. Alternatively, the program may be continued by having a transfer card (see LOADING) in the card reader, specifying the instruction to which control should proceed when the COMPUTER RESET and PROGRAM START keys are depressed.

The location of the interpretive system instruction **xxx** on which the machine has stopped, may be determined by displaying the contents of location 1098 on the console. The display lights will show 60 0xxx 1107. This process, called "monitoring", may be performed as described in the 650 manual or, alternatively, by setting the storage entry switches to 60 0xxx 8000 and depressing the COMPUTER RESET, PROGRAM START and PROGRAM STOP keys.

If, in an exceptional case, it would be advisable to proceed to the next instruction after an unexpected unconditional stop, this may be done manually as follows:

- (1) Set the CONTROL switch to MANUAL.
- (2) Check that the ADDRESS SELECTION switches are set to 1338.
- (3) Depress the COMPUTER RESET key.
- (4) Depress the TRANSFER key.
- (5) Set the CONTROL switch to RUN.
- (6) Depress the PROGRAM START key.

As a result of this procedure, zero will be stored at C and 000 before the next instruction is executed. If this is not desired, the ADDRESS SELECTION switches should be set to 1095 in step (2). To repeat the same instruction (on which the stop occurred) the switches are set to 1098.

There is an alternative manual procedure for restarting after an unconditional stop which is simpler in the case of frequent use but is not recommended in general because it requires changing the setting of the STORAGE ENTRY switches. They

are used in LOADING and must be set back to their normal positions for the next user:

- (1) Set the STORAGE ENTRY SWITCHES to 00 1951 1338+ (or 00 1951 1095+ if zero is not to be stored or 00 1951 1098+ to repeat).
- (2) Depress the COMPUTER RESET key.
- (3) Depress the PROGRAM START key.

## CONDITIONAL STOPS

Address Lights	Normal Cause
1120	Programmed COND STOP. (Display lights show $\bar{B}$ .)
1131	CONS (Check STORAGE ENTRY switch setting.)
1715	Loss of accuracy in SIN (Exponent of $\bar{B}$ exceeds 52) or COS.
1835	Loss of two or more digits of accuracy in LOG.

## UNCONDITIONAL STOPS

2222	$\left\{ \begin{array}{l} \text{MOVE with } C + A - 1 \geq 1000. \\ \text{PCH with } B \geq C + 1. \\ \text{READ with incorrect loc. or word count.} \end{array} \right.$
3333	DIV with $\bar{B} = 0$ .
4444	SQRT with $\bar{B} < 0$ .
5555	$\left\{ \begin{array}{l} \text{MPY with result out of range.} \\ \text{DIV with result out of range.} \end{array} \right.$
6666	$\left\{ \begin{array}{l} \text{EXP with result out of range.} \\ \text{LOG with } \bar{B} \leq 0. \\ \text{SIN with exp. of } \bar{B} \text{ exceeding 58.} \\ \text{COS with exp. of } \bar{B} \text{ exceeding 58.} \end{array} \right.$
7777	Cards missing or out of order in the system deck being loaded.
9999	Programmed UNC STOP (Display lights show $\bar{B}$ ).

## IX EXECUTION TIMES

The execution times listed in this section are based on the standard 650 drum speed of 12,500 r.p.m. They represent approximate theoretical estimates derived, in the case of the mathematical operations, from simple assumptions regarding the distribution of the numbers to be operated upon. For example, the part  $A_1$  of a floating-decimal number  $\bar{A} = A_1 \cdot 10^{a_1}$  is assumed to be uniformly distributed between 1 and 10, although in physical problems there are reasons that favor a logarithmic distribution; extremely small and extremely large exponents are considered very unlikely, etc. It is further assumed that the programmer has chosen storage locations on the drum without regard to timing, ignoring the fact that in the case of some operations the execution time will be a few milliseconds shorter for numbers stored in certain sections of memory. Some, but not nearly all, of the time estimates have been verified by tests.

It should be stressed that the estimates of execution times are needed only for making comparisons or estimates of running time for problems or for choosing efficient ways of programming and will never affect the result of an operation. In comparing these estimates to estimates given for other interpretive systems or subroutines, it is important to verify by sample calculations or machine tests that the assumptions are realistic.

To minimize the size of the table, the execution times listed refer to a basic case and corrections to be added in other cases are given at the beginning of the table.

## 650 INTERPRETIVE SYSTEM

## ESTIMATED AVERAGE EXECUTION TIMES IN MILLISECONDS

- (a) If A  $\neq$  000, add 7.2 ms. for ADD and SUB, 6.3 ms. for MPY, NGMPY and DIV\*.
- (b) If C  $\neq$  000, add 6.1 ms. for all mathematical operations, MOVE 000 and CONS\*.
- (c) If the instruction has a minus sign, add 4.8 ms. for all operations.
- (d) If, after a TR EXP or LOOP operation, control will proceed to the next instruction rather than to C, add 4.8 ms.

ADD	65.7	UNC STOP	28.8	SQRT	206
SUB	65.7	COND STOP	29.8	EXP E	197
MPY	67.2	TR SGN	19.2	LOG E	202
DIV	74.3	TR EXP	24.0	SIN R	192
NGMPY	67.2	TR	19.2	COS R	187
		TR SUBR	44.4	ART R	238
		TR OUT	26.0	ABS	33.2
				EXP 10	187
TR A	37.3	LOOP A	24.0	LOG 10	207
TR B	37.3	LOOP B	28.8	SIN D	240
TR C	42.1	LOOP C	24.0	COS D	235
		LOOP AB	24.0	ART D	271
		LOOP AC	24.0		
MOVE 00037.7		LOOP BC	28.8	READ	One card:
MOVE	40.8 + 12A	LOOP ABC	24.0		101 + 14n
	(A = no. of words.)	SET A	55.3		(n = no. of words.)
		SET B	55.3		Succeeding cards:
		SET C	55.3	CONS	300 each.
		ADD A	44.9	PCH	28.8
		ADD B	44.9		One card:
		ADD C	44.9		163 + 12.5n
		SUB A	44.9		(n = no. of words.)
		SUB B	44.9		Succeeding cards:
		SUB C	44.9		600 each.
				START TR	28.8
				STOP TR	24.0
				ST TR ERAS	38.9
				NOOP	24.0
				TRACING	600 per card.
				LOADING	300 per card.

\*(See next page for footnote.)

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\*Those who are particularly interested in time considerations may wish to know the exact increments on which the weighted averages in (a) and (b) are based:

In ADD and SUB, 4.8 ms. if  $17 \leq A \leq 41 \pmod{50}$   
9.6 ms. if  $1 \leq A \leq 16$  or  $42 \leq A \leq 49 \pmod{50}$

In MPY, NGMPY and DIV, 4.8 ms. if  $A > 17$  or  $A = 1 \pmod{50}$   
9.6 ms. if  $2 \leq A \leq 16 \pmod{50}$

In all mathematical operations, MOVE 000 and CONS:

4.8 ms. if  $7 \leq C \leq 42 \pmod{50}$   
9.6 ms. if  $1 \leq C \leq 6$  or  $43 \leq C \leq 49 \pmod{50}$

An easily remembered programming rule could be extracted from this information: If locations between 17 and 41 (mod 50) are used for storing numbers, the increments given in (a) and (b) may be replaced by 4.8 ms.

## X SPECIAL TOPICS IN PROGRAMMING

### X. 1. SUBROUTINES; TRANSLATION

A subroutine is a program expected to be of use as a part of the program in several problems or in several sections of the same problem. The mathematical operations in the interpretive system are indeed subroutines written in the basic language of the machine and reached through their operation codes, and anyone desirous of preparing an additional subroutine of this type may avail himself of a vacant operation code (see Sec. XI) and write the program in a part of the memory below 1000.

Subroutines written wholly or partly in the interpretive language may be reached conveniently using the TR SUBR operation defined in Sec. IV.1. Suppose the subroutine begins at 900 and ends at 935. Instruction 900 should read: SET C 0 005 935 [ ] and instruction 935 should read: TR 0 203 000 [ ]. Now suppose the subroutine is needed at step 700 in a program, and when it has been used, control is to be transferred to 680. Instruction 700 should read: TR SUBR 0 204 680 900. The TR SUBR operation will take the quantity ("return address") 680, place it in the C-address of instruction 900 and then transfer control to 900. Instruction 900, in turn, places 680 in the C-address of 935, and when instruction 935 is reached at the end of the subroutine, it transfers control to 680 as originally desired. Hence, the programmer using the subroutine only needs to know the identifying number 900; the transfer of control to and from the subroutine is handled by the TR SUBR in conjunction with the two instructions 900 and 935 provided by the writer of the subroutine. Subroutines needing only one input number and giving only one result (such as, the evaluation of one Bessel function for a given value of the argument) will normally assume the input to be in 000 and will deliver the result there; in the case of several numbers, specified locations normally within the block occupied by the subroutine would be used for input and/or results. Subroutines may, of course, be used inside other subroutines without restriction.

If the locations occupied by a subroutine are needed for another purpose, e.g., another subroutine in the same problem, the subroutine may be translated to a different set of locations by a translating program developed by Miss D. C. Leagus. When the subroutine is written entirely in the interpretive system, the programmer is required only to separate data and constants from instructions, and the translating program will automatically decide which addresses of each instruction are subject to translation. Machine language instructions may also be used in a subroutine to be translated, provided certain conditions specified by the translating program are adhered to.

Subroutines for the solution of cubic equations and of systems of linear equations have been written at the Laboratories.

## X. 2. UNNORMALIZED INPUT; TRANSITION BETWEEN FLOATING- AND FIXED-DECIMAL FORM

Nearly all of the mathematical operations in the system assume that the floating decimal numbers to be operated upon are in the normalized form defined in Sec. II. 2, i. e., that the leading digit is different from zero unless the entire number is zero. In processing empirical data, key punching is often facilitated by permitting leading zeros and reproducing a constant exponent. Such unnormalized data may be used in the interpretive system provided the first operation in which it is used is ADD or SUB with operand exponents differing by less than 10.

A special case of unnormalized input is that of a zero with a non-zero machine exponent. If such a zero is added to a non-zero number with a smaller exponent, a number of digits equal to the difference between the exponents are lost. Consequently, zero should be equipped with exponent 00 unless the programmer knows in detail how the zero will be used in his program. Special provisions in the MPY and DIV routines make it possible to use a zero with machine exponent 00 in them without danger of exceeding the exponent range negatively.

The converse problem of producing unnormalized output, e. g., for the printing of tables in fixed-decimal form or for calculations in machine language is easily solved at the expense of one digit. Suppose for example that the numbers  $N_i$  to be "unnormalized" or "fixed" are known to be less than  $10^4$  and output in the form XXXX. xxx is desired. Add the number 100000054 (i. e., 10,000.000) to  $N_i$  if  $N_i \geq 0$ , subtract it from  $N_i$  if  $N_i < 0$  (using TR SGN) and punch. The output of the form  $\pm(10,000 + |N_i|)$ , is ready to be printed on the tabulator with the leading 1 and the constant exponent 54 suppressed by hammerlocks or wiring. If the numbers are to be used in machine language, the 1 and 54 are shifted out. Rounding to a smaller number of digits is obtained by choosing the exponent of the additive constant (100000054) correspondingly larger.

## X. 3. EXAMPLES

In conclusion, two problems will be programmed in order to illustrate the use of many of the operations and methods described.

First, suppose it is desired to evaluate the "error function",

$$(1) \quad \Phi(x) = \frac{2}{\sqrt{\pi}} \int_0^x e^{-t^2} dt$$

for a set of values  $x = a, a+\Delta, a+2\Delta, \dots, a+10\Delta$ , using the RAND approximation

$$(2) \quad \Phi^*(x) = 1 - (a_1 n + a_2 n^2 + a_3 n^3 + a_4 n^4 + a_5 n^5) \Phi'(x),$$

where

$$(3) \quad n = 1/(1+px), \quad (p \text{ is a numerical constant}),$$

and

$$(4) \quad Q'(x) = \frac{2}{\sqrt{\pi}} e^{-x^2},$$

and to punch out the results as well as to store them for later use. The evaluation of the polynomial in  $n$  will be faster if (2) is written in the form

$$(5) \quad Q^*(x) = 1 - (n(a_1 + n(a_2 + n(a_3 + n(a_4 + n(a_5)))))) \varPhi'(x).$$

To make it possible to use the LOOP order in evaluating  $Q^*(x)$  this way, the coefficients  $a_i$  will be stored in consecutive locations in decreasing order. The LOOP program will be given a form applicable to an arbitrary polynomial by including a "dummy" coefficient  $a_0 = 0$ . Storage locations will be chosen as follows:

Location	Contents	
101-119	instructions	(cards 1 - 4)
200 201 202 203 204	$\frac{2}{\sqrt{\pi}}$ 1 $a$ $\Delta$ $P$	constants (card 5)
221 222 223	$x$ $Q'(x)$ $n$	temporary storage ("erasable")
301 302 303 304 305 306	$a_5$ $a_4$ $a_3$ $a_2$ $a_1$ $a_0 = 0$	coefficients in $Q^*(x)$ (card 6)
401-410	$Q^*(x)$	results

The program might be written as follows:

Card	Loc.	Alpha.	Sign	$0_1$	A or $0_2$	B	C	Comments
1	101	SET C	+	0	005	114	401	Set address of first $\Phi^*(x)$
	102	MOVE	+	9	000	202	221	First x is $x = a$
	103	NGMPY	+	5	000	000	000	$-x^2$
	104	EXP E	+	0	301	000	000	$e^{-x^2}$
	105	MPY	+	3	000	200	222	$\Phi'(x) = \frac{2}{\sqrt{\pi}} \cdot e^{-x^2}$
2	106	MPY	+	3	204	221	000	$px$
	107	ADD	+	1	000	201	000	$1 + px$
	108	DIV	+	4	201	000	223	$n = 1/(1+px)$
	109	MOVE	+	9	000	301	000	$a_5$ into 000 for LOOP
	110	MPY	+	3	000	223	000	prev. res..n
3	111	ADD	-	1	000	302	000	add next coeff.
	112	LOOP B	+	0	010	005	110	loop in polynomial eval.
	113	NGMPY	+	5	000	222	000	polyn. $\cdot \Phi'(x)$
	114	ADD	+	1	000	201	[ ]	$\Phi^*(x) = 1 + \text{prev. res.}$
	115	ADD	+	1	221	203	221	$x + \Delta = \text{next } x$
4	116	ADD C	+	0	006	114	001	next $\Phi^*(x)$ address
	117	TR C	+	8	114	412	103	test for end
	118	PCH	+	0	410	401	410	punch two cards
	119	COND STOP	+	0	200	221	500	end; stop, display last x, go to 500 on PROGRAM START

500 Next instruction in the problem.

An important remark should be made: If there is no shortage of storage locations and if the programmer does not mind writing a somewhat larger number of instructions, the running time for many problems can be decreased and the logic simplified by "unwinding" the innermost loop, i.e., by writing out the mathematical instructions in the loop in a straight sequence instead of using the LOOP operation. In the present problem, a sequence containing five MPY and four ADD instructions could replace the instructions 109-112 and also eliminate the use of the dummy coefficient  $a_0$ . The execution time for the polynomial loop would be reduced by nearly 1/3 and the LOOP operation could be used to replace the address change operations in the outer loop. The polynomial evaluation accounts for about 1/2 of the total running time of this problem. In many large problems, the innermost loop consumes an even larger fraction of the running time, making it important to program the innermost loop efficiently even at the expense of apparent inefficiencies elsewhere.

The second illustrative problem reads as follows: For a given set of numbers  $x_v$ ,  $v = 1, 2, \dots, 50$ , not necessarily equally spaced, the values of the Chebyshev polynomials  $T_n(x_v)$ ,  $n = 1, 2, \dots, 10$ , are to be computed using the recursion formula

$$(6) \quad T_{n+1}(x_v) = a x_v T_n(x_v) - T_{n-1}(x_v),$$

$(T_0(x_v) \equiv 1, T_1(x_v) \equiv x_v)$  and punched out in a compact form.

In addition, the sum

$$(7) \quad \sum_{v=1}^{50} \frac{[T_{10}(x_v)]^2}{\sqrt{1-x_v^2}} (x_{v+1}-x_v),$$

$(X_{51} = 1)$  is to be punched out and the operator is to be given the option of also calling for the punching of partial sums of (7) at any time.

Storage locations will be assigned as follows:

Location	Contents	
050	0 )	
051	1 )      constants (card 7)	
052	2 )	
095-120	instructions (cards 1 - 6)	
199	The sum (7) and its partial sums)	
200	$T_0(x_v) \equiv 1$	
201	$T_1(x_v) \equiv x_v$	
202	$T_2(x_v)$	
---	-----	
210	$T_{10}(x_v)$	
300	$2x_v$	
301	$[T_{10}(x_v)]^2$	
302	$[T_{10}(x_v)]^2 / \sqrt{1 - x_v^2}$	
400 + v	$x_v$	
451	1	

} output  
 } temporary  
 } storage  
 } ("erasable")  
 } input  
 } (cards 8 - 18)

In addition, locations 1-8 will be used in connection with a trick in programming the LOOP.

The program may be written in many ways. The following is not necessarily the best:

Card	Loc.	Alpha.	Sign	$0_1$	A or $0_2$	B	C	Comments
1	095	MOVE	+	9	000	051	200	$T_o = 1$
	096	MOVE	+	9	000	050	199	(7) initially 0
	097	SET B	+	0	050	099	401	Set address of first $x_v$
	098	SET A	+	0	500	109	402	Set address of first $x_v + 1$
	099	MOVE	+	9	000	[ ]		Call out $x_v$ for calculation
	100	MPY	+	3	000	052	300	$2x_v$
2	101	MPY	-	3	300	201	000	$2x_v \cdot T_1(x_v)$
	102	SUB	-	2	000	200	202	$T_n + 1 = 2x_v T_n - T_{n-1}$
	103	LOOP BC	+	0	011	009	101	$n_2 = 1, 2, \dots, 9$
	104	MPY	+	3	000	000	301	$T_{10}$
	105	MPY	+	3	201	201	000	$x_v^2$
	106	SUB	+	2	051	000	000	$1 - x_v^2$
	107	SQRT	+	0	300	000	000	$\sqrt{1 - x_v^2}$
	108	DIV	+	4	301	000	302	$T_{10}^2 / \sqrt{1 - x_v^2}$
	109	SUB	+	2	[ ]		201	$x_v + 1 - x_v$
3	110	MPY	+	3	000	302	000	Outer loop exec.
	111	ADD	+	1	000	199	199	Partial sum of (7)
	112	CONS	+	0	401	000	000	Should partial sum be punched?
	113	TRSGN	+	0	201	115	114	Punch partial sum with $x_v$ (and $T_o$ )
	114	PCH	+	0	410	199	201	Punch $T_1 = x_v, T_2, \dots, T_{10}$
4	115	PCH	+	0	410	201	210	Increase v by 1
	116	ADD B	+	0	060	099	001	Outer mod.
	117	ADD A	+	0	600	109	001	Outer test
	118	TR B	+	7	099	451	099	Punch (7) unconditionally
5	119	PCH	+	0	410	199	199	End; Display $x_{50}$
	120	UNC STOP	+	0	000	201	000	

A number of remarks are called for, many of them of general applicability:

(a) The C-address of instruction 101 will, during execution, run through the values 000-008, but the result of the instruction is always called out from 000 on step 102. This trick makes it possible to use the LOOP BC operation instead of address change, which is normally required if different sets of addresses are to be modified during a loop.

(b) The instruction numbering was arrived at by starting the preparation of the program at instruction 101 with the intention of later adding an unknown number of initialization steps preceding it. This speaks in favor of not starting a program at 001.

(c) The stop which would normally occur each time the CONS instruction is reached may be bypassed when found superfluous without any sacrifice by turning the PROGRAMMED STOP switch to RUN, since no COND STOP, SIN or LOG operations (the only other ones involving a conditional stop) are used. The operator decision regarding punching of partial sums is made using only the sign switch of the STORAGE ENTRY switches. This switch does not influence LOAD-ING.

(d) The quantity  $x_v$  is used so frequently that it was more economical to MOVE it into a fixed location than to apply address modification. The converse applies to  $x_v + 1$ , which is used only once.

(e) The constant 1 appears in three locations merely in order to simplify bookkeeping and loading, as well as changing the number of points  $x_v$  in a later run.

(f) An invaluable aid in determining whether the results of a calculation are correct is a mathematical identity which they must satisfy, and the programming of such checks is strongly recommended whenever it is possible. In the present problem, the identity

$$(iii) \int_{-1}^1 \frac{[T_{10}(x)]^2}{\sqrt{1-x^2}} dx \equiv \frac{\pi}{2}$$

is closely connected with the computation of (7) if the  $x_v$  are distributed over the interval  $(-1, 1)$ .

(g) An alternative method of programming the outer loop, which would eliminate the address change operations at the expense of somewhat increased card preparation, would be to key punch the  $x_v$  one to a card and give a READ order entering one  $x_v$  at a time into a fixed location during the execution of the program. The difficulty arising from the need for  $x_v + 1$  on step 109 is not insurmountable.

## XI INTERNAL STRUCTURE OF THE SYSTEM

### XI. 1. DETAILED DESIGN CONSIDERATIONS

An expert examining the program at the end of this report will ask a number of questions about apparent duplication, about tight optimization in one routine in contrast to a lack of it in another, about the choice of operations and of methods of implementing them, etc. This section will attempt to answer some of these questions and also suggest a number of changes and additions that could be considered for a second version of the system. Additional questions and suggestions from readers will be genuinely appreciated.

In the early stages of system design, the following requirements were among those agreed upon, in addition to the general principles discussed in Sec. I. 2:

- (a) The arithmetic operations and those logical operations most likely to occur in inner loops (LOOP and certain TRANSFER operations) must be as fast as we know how to make them, regardless of the expense in storage.
- (b) The system must occupy at most 1000 memory locations.
- (c) The special functions must have full accuracy and unlimited range and most of them should be as fast as these requirements and available storage permit.
- (d) Optimum programming, (see the 650 Manual of June, 1955) in addition to being necessary for the attainment of (a) and (c), should be used locally in any program where the gain is significant but not at the expense of extensive rewriting of previously completed programs.
- (e) The programs must be so written that if the machine stops on any program step in a subroutine and control is transferred elsewhere before restarting, the subroutine, where the stop occurred, is left in a condition which assures correct operation the next time that subroutine is used. This implies that if a subroutine is used in more than one program, it must be initialized by each program rather than having a normal form used in one program and temporarily being changed at the beginning of other programs when needed there and then restored to normal at the end.
- (f) To facilitate changes, the individual programs (or "decks", 1-20, see Sec. XI. 7) that make up the system should be as independent of one another as they can be without excessive waste of storage. This requirement was not fully adhered to near the end of the programming task.

As a result of these requirements and of some oversights in programming, there are a number of storage registers which could be made available without any loss in system performance and a number which could be freed at some sacrifice.

A brief guide for finding such registers will now be given followed by a number of suggestions for their possible use in a revised version of the system.

The 6 vacant  $O_2$ -code locations and the 11 vacant registers listed in deck 5 are, of course, available. The only distinction between them is one of mnemonics in connection with the choice of operation codes. In addition, it appears possible to salvage 22 registers essentially without loss by the following substitutions, but a careful check followed by machine testing is advisable:

Deck	Card	Loc.	Replace by
20	113	1801	1848
16	48	1240	1138
18	103	1896	1138
6	70	1360	1160
16	6	1230	1338
18	77	1887	1137
2	32	1058	1955
12	60	1639	1289
16	30	1244	1245
19	103	1702	1103
17	63	1480	1980
10	36	1331	1358
8	32	1166	1241
12	56	1423	1674
17	22	1485	1285
18	97	1842	1504
17	29	1495	1297
5	11	1252	1952
5	12	1255	1955
5	13	1260	1960
5	21	1277	1977
5	23	1283	1983

It is, of course, necessary to determine, by sorting on instruction and data address, all places where the locations listed are referred to.

Registers that may be freed at a price in speed include, above all, nearly 40 extra registers used in the arithmetic routines in calling out A and B, splitting them up and storing the parts. This is done separately in each of decks 12, 13 and 14 to accommodate minor differences that facilitate optimization. To combine these steps without any loss of time is a task which, if possible, would require re-optimization of a substantial part of the system. At the expense of one revolution, they may be combined easily. Similarly, making the dissection of B common to all  $O_2$ -routines would result in a substantial saving at the expense of lost time in cases (such as LOOP and TREXP) where B is irrelevant. To make this dissection common only to those routines where it is needed would be less profitable.

At some sacrifice in external characteristics, registers may, of course, be freed in any number of ways. If, in tracing, the modified instruction (redundant but convenient) is omitted, seven steps are eliminated. The MOVE operation for A ≠ 000 is easily programmed in terms of LOOP BC and MOVE 000 and could be omitted, as could the special functions in degrees and to base 10 (or radians and base e, respectively).

A number of suggestions for changes and additional operations will now be listed. Suggestions (1) - (3) use only the vacant registers and operation codes listed in deck 5 and can consequently be added to the system without difficulty at the option of any installation or individual programmer. For temporary use, they may be punched on separate cards and loaded after the system deck, in the case of (1) and (2) and after the punching deck, in the case of (3). Such cards should have an x-punch in column 5 and the four-digit location in columns 6 - 9.

(1) Add an  $0_2$ -operation defined as follows:

$0_2 = 453$	SWITCH	Transfer on switch. Control is transferred to C if the Storage Entry Sign Switch is set to minus, to B if it is set to plus.
-------------	--------	--

This operation bypasses the stop that would occur if the same function were programmed by a CONS and a TR SGN order. It might be particularly useful in connection with tracing when it is desired to start tracing after a certain amount of running time has elapsed or for following the progress of a calculation by occasional punching of intermediate results at the discretion of the operator.

The coding for SWITCH consists of the instruction:

1453    10    8000    1015	Read console. Go to TR SGN routine.
----------------------------	-------------------------------------

The execution time is 19.2 ms.

(2) Add an  $0_2$ -operation called COUNT having the same counting and testing properties as the LOOP orders but using a counter independent of the loop box and not capable of modifying instructions. Its function can be duplicated, e.g., by a SET A, an ADD A and a TR A instruction. Its advantage lies in its speed and simplicity. The execution time is 24.0 ms. when control is transferred to C and 33.6 the last time when control proceeds ahead and the counter is reset. A formal definition follows:

$0_2 = 800$	COUNT	The number standing in the counter is increased by 1. Its new value is compared to B. If B is greater, control is transferred to C. Other-
-------------	-------	--

wise, the counter is reset to zero and control proceeds to the next instruction. The counter is also reset in loading.

If COUNT is used extensively, an expansion of the tracing program to punch out the contents of the counter, e.g., in place of the problem number, would seem desirable.

The coding for COUNT reads as follows:

Loc.	Op.	Data	Instr.	Remarks
1800	10	1356	1314}	Call out and increase
1314	10	1317	1323}	the contents, N, of the counter.
1323	11	8002	1381}	Test N+ 1 - B.
1381	46	1337	1391}	
1337	10	8001	1396}	On -, store N+ 1 in the counter; go to C
1396	21	1356	1120}	(in TR SGN program).
1391	16	8002	1066}	On +, reset the counter, go to General
1066	20	1356	1095}	Interpretation.
1356	00	0000	0000	The Counter
1317	00	1000	0000	Constant
1194	20	0000	1378}	Change in LOADING to reset
1378	24	1356	1178}	the counter.

Note: If the COUNT program is loaded separately, the card loading zero into 1356 (step 9 in the program) must be included.

(3) Include in the punching program (deck 9) a routine that prevents unwanted numbers from being punched out when the word count is less than the normal maximum. This can be done on a tabulator with sufficient selector capacity (see Sec. XI. 5). In the 650, it requires five locations and increases the execution time of the PCH order by 24.0 ms. when the word count is less than the normal maximum. The program, which may be punched on three cards, reads as follows:

1949	44	1306	1095
1306	20	1980	1307
1307	20	1981	1308
1308	20	1982	1309
1309	20	1983	1044
1044	20	1984	1973

(4) Make room for the tracing program to be on the drum in parallel with the punch program, replacing the mode-of-operation deck (see LOADING) by an

x-punch on the transfer card or a setting of the storage entry sign switch. An expansion of the loading program (about 7 steps) or of general interpretation would be needed, and the present overlap between tracing and punching is 34 registers.

(5) If MOVE is omitted, except for A = 000, make this an  $O_2$ -operation and use the vacant  $O_1$ -code for NGDIV. Alternatively, add a fast  $O_2$ -operation, "NEG", identical with MOVE 000 except that it changes the sign of  $\bar{B}$ . If NEG were available, however, it might be used in cases where, by slight reprogramming, a better program using NGMPY could be written.

(6) Increase the number of logical operations, adding to the flexibility of the system and to the confusion of the beginner: Have a register called the "address counter", addressed, e.g., by 000 or by special operations and SET instructions referring to the address counter (as in 701 Speedcoding) where the present SET instructions refer to their own C-address. Have a set of TR A, TR B, TR C orders which automatically increase the address referred to by 1. These would have to be alternative to the address transfer orders in present use unless vacant  $O_1$ -codes are produced.

(7) Make use of addresses now ignored in some operations. For example, in CONS, use the B-address to call out a number  $\bar{B}$  for console display when the machine stops. In TR OUT, make B a "return address" similar to that in TR SUBR. In START TR, or a new tracing order supplementing it, let B (or C) designate the number of steps to be traced before an automatic discontinuation of tracing.

(8) Make Program Loading reset the registers below 1000 to zeros, unless told not to by an x-punch on the first card being loaded.

(9) Have a conditional stop, or an operation effecting such a stop, on loss of accuracy in ADD and SUB, analogous to those in SIN and LOG. In many problems, particularly in connection with tests, such loss is legitimate, however, and a stop undesirable.

(10) Replace or supplement the present error stops by the punching of an "error card".

(11) Introduce an operation similar to ST TR ERAS, perhaps replacing it, which will cause the machine to trace the first, second and last repetition in a loop.

(12) Add another LD-STD pair (at no loss in time) to General Interpretation (see cards 26 and 27) making ADD and SUB, as well as MPY and DIV available as internal subroutines.

(13) Cut the execution time of several subroutines, such as, the arc tangent program, by making minor rearrangements, usually involving the expenditure of a few additional registers.

(14) Add an  $O_2$ -operation, SPACE, which causes an x-punch to appear on the next card punched.

(15) Interchange the functions of registers 1002 and 1702, causing the machine to stop sooner if a programmer accidentally attempts to continue upward from instruction 999.

(16) Investigate whether a carry can ever occur on card 78, deck 18. If not, put the registers used on cards 78-82 to better use.

(17) Replace or supplement the arc tan operation by an  $O_1$ -operation, ARG, which gives the argument (angle) of the point whose coordinates are (A, B).

## XI. 2. RELATED SYSTEMS

Several systems supplementing the present one suggest themselves: (a) A system of symbolic or regional programming where the machine assigns absolute addresses in connection with loading; (b) A system externally identical with the present one, or very nearly so, operating on complex numbers, probably with real and imaginary parts in 8-2 floating-decimal form; (c) A system externally identical with the present one, or very nearly so, operating on double precision floating-decimal numbers, e.g., 16-4; (d) A system of "formula translation" or "automatic coding" (such as, the IBM Fortran for the 704) putting on the machine as much as possible of the burden of translation from a set of mathematical formulas to a program.

## XI. 3. NUMERICAL METHODS

The study of numerical methods for calculation of the special functions included in the system was not nearly as exhaustive as would have been desirable and no claim to an optimal choice is made.

The square root is computed by Newton's iteration method,

$$(1) \quad X_{n+1} = \frac{1}{2} \left( \frac{B_1}{X_n} + X_n \right)$$

where  $1 \leq B_1 \leq 10$ , using the initial approximation

$$(2) \quad x_0 = 1 + .22 B_1 .$$

The evaluation of the trigonometric and exponential functions is based on RAND approximations (see Approximations for Digital Computers by Cecil Hastings, Jr., Princeton University Press) to  $\sin \frac{\pi}{2} x$  and  $10^x$  for  $0 \leq x \leq 1$ . Resembling the approximations obtainable by expansion in terms of orthogonal polynomials, these

approximations are in general somewhat more efficient than partial sums of Taylor series for a prescribed interval and accuracy, but it is not obvious that a further reduction of the argument followed by the use of a Taylor expansion could not have been better in the present case. For small  $x$ , as stated previously, the formula  $\sin x = x$  (in radians) is used in order to retain significant figures.

The logarithm and arc tangent are evaluated from fixed-length partial sums of power series after preliminary reductions of the argument, since eight-digit RAND approximations were not available. For the logarithm of  $B_1$ ,  $1 \leq B_1 < 10$ , the substitutions

$$(3) \quad u = \frac{B_1}{\sqrt{e}}, \quad V = \frac{1}{2}, \quad \text{for } B_1 < e,$$

$$(4) \quad u = \frac{B_1}{e^{1.65}}, \quad V = 1.65, \quad \text{for } B_1 \geq e,$$

$$(5) \quad t = \frac{u-1}{u+1},$$

are followed by the evaluation of

$$(6) \quad \log_e B_1 = \log_e \frac{1+t}{1-t} + V = 2t \left[ 1 + \frac{t^2}{3} + \dots + \frac{t^{10}}{11} \right] + V.$$

The constants,  $\sqrt{e}$  and  $e^{1.65}$  were arbitrarily chosen within the intervals that would lead to a minimal number of terms in (6). For  $x$  near 1, the logarithm is inherently less accurate than  $x$  since

$$(7) \quad d \log x = \frac{dx}{x} \approx dx$$

and  $\log x \approx 0$  whereas  $x \approx 1$ . No substitution comparable to  $\sin x = x$  can alleviate this difficulty. The use of a second  $O_2$ -operation for  $\log(1 + \bar{B})$  was considered but was rejected due to space limitations. This second logarithm could not be used to replace the present one for all values of the argument, since if the logarithm of a small number, say  $10^{-10}$  is desired, the substitution,

$$(8) \quad 1 + \bar{B} = 10^{-10}$$

forced upon the programmer, yields  $\bar{B} = -1$  exactly (in the eight-digit system used) with all digits of the input lost.

For the arc tangent, the reduction (after the argument is restricted to  $0 \leq B \leq 1$  by the obvious properties of the function) is based on the formula

$$(9) \quad \arctan x = \arctan y + \arctan \frac{x-y}{1+xy}$$

which is merely the addition theorem for the tangent rewritten. With  $y = .6$ , the use of (9) gives the desired accuracy in

$$(10) \quad \arctan z = z \left[ 1 - \frac{z^2}{3} + \frac{z^4}{5} - \dots - \frac{z^{10}}{11} \right]$$

with  $z = \frac{x-y}{1+xy}$  for  $x > .28$  and  $z = x$  for  $x \leq .28$ . There is again some leeway in the

choice of these constants. For small  $x$ , the substitution  $\arctan x = x$  is used to preserve significant digits.

#### XI. 4. CONTROL PANEL WIRING FOR THE READ-PUNCH UNIT

The control panel for the 533 Read-Punch Unit associated with the 650 is wired as follows:

Col. 1, 1st Reading, to LOAD.

R + Sign, jackplugged.

P + Sign, jackplugged.

Col. 5, 1st Reading, to Pilot Sel. 1 X PU.

Rd. Hold to PS1 Hold.

Read Card C, Col. 6, to PS1 T.

Read Impulse 0 to PS1 N.

PS1 C to Storage Entry C, Word 1, pos. 3 (from the left).

Read Card C, Col. to Storage Entry C.

7-9	Wd. 1, pos. 4-6
10	Wd. 2, pos. 6
11	Wd. 3, Sign
12-21	Wd. 3, pos. 1-10
22	Wd. 4, Sign
----	-----
67-76	Wd. 8, pos. 1-10
77-79	Wd. 9, pos. 4-6

Read Impulse 12            Wds. 1, 2, 9, 10, Sign

Read Impulse 0            {  
                          Wd. 1, pos. 7-10  
                          Wd. 2, pos. 7-10  
                          Wd. 9, pos. 7-10

Word Size Emitter	to	Word Size Entry C
10		Wds. 3-8, 10
8		Wd. 1
7		Wd. 9
5		Wd. 2

Storage Exit C	to	Punch Card C, Col.
Wd. 10, pos. 3-6		1-4
Wd. 1, pos. 3-6		6-9
Wd. 2, pos. 6		10
Wd. 3, Sign		11
Wd. 3, pos. 1-10		12-21
Wd. 4, Sign		22
-----		-----
Wd. 8, pos. 1-10		67-76
Wd. 9, pos. 4-6		77-79
Wd. 2, pos. 10		80

Double Punch and Blank Column Detection as available and desired.

#### XI. 5. CONTROL PANEL WIRING FOR THE TABULATOR

The IBM accounting machine or tabulator used for printing from the cards associated with the interpretive system may be expected to perform some or all of the following tasks:

- (1) Automatic selection of different printing forms (i. e., zero control and spacing between items on a line) for data cards and trace cards.
- (2) Selective spacing between lines.
- (3) Suppression of unwanted words from cards with word count less than 5 (or 6).

Since there are many tabulator models, it is not feasible to provide a detailed wiring diagram in this report. Instead, suggestions of general applicability will be

given.

Exact selector requirements depend on the characteristics of each machine. As an example, requirements on a 416 will be given: The printing of signs requires 6 single-position selectors with X-pickup and 6 positions of 11-12 separation (either special attachments or 6 positions of a selector transferred by an 11-1/2 impulse). Task (1) requires a digit selector (which may be put to duplicate use in task (3)) and 34 selector positions with digit pickup (delayed pickup). Task (2) requires only 3 one-position selectors on the 416. Task (3) requires 55 selector positions with delayed pickup and some comparing units or a five-position selector and a digit emitter for control.

The problem in connection with task (1) is to get the desired zero control and spacing in the two cases with the same setting of the hammersplit levers (also called zero suppression levers) and hammerlocks, on machines where zero control is not performed on the control panel. On a tabulator with 89 type bars, this may be done as follows:

Type bar	Direct Wiring	Data Cards	Trace Cards
Alpha. 1-4	Col. 1-4, II*.		
5	---		
6-8	Col. 7-9, II.		
9	---		
10		Col. 5, II.	Col. 11, I*.
11		Col. 6, II.	Col. 12, II.
12		---	Emit 10.
13		---	Col. 13, II.
14		---	Col. 14, II.
15		Col. 11, I.	Col. 15, II.
16			Emit 10.
17			Col. 16, II.
18			Col. 17, II.
19		---	Col. 18, II.
20		Col. 12-21, II.	Emit 10.
21			Col. 19, II.
22			Col. 20, II.
23			Col. 21, II.
24			Emit 10.
25			Col. 23, II.
26			Emit 10.
27		Col. 22, I.	Col. 24, II.
28			Col. 25, II.
29			Col. 26, II.
30		Col. 23-29, II.	Emit 10.
31			Col. 27, II.

Type bar	Direct Wiring	Data Cards	Trace Cards
32			Col. 28, II.
33			Col. 29, II.
34			Emit 10.
35	Col. 30, II.		
36	Col. 31, II.		
37	Col. 32, II.		
38		---	Emit 10.
39		Col. 33, I.	Col. 35, II.
40			Col. 36, II.
41			Col. 37, II.
42			Emit 10.
43		Col. 34-40, II.	Col. 38, II.
44			Col. 39, II.
Num.	1		Col. 40, II.
	2		Emit 10.
3	Col. 41, II.		
4	Col. 42, II.		
5	Col. 43, II.		
6	---		
7	Col. 44, I.		
8-17	Col. 45-54, II.		
18	---		
19	Col. 55, I.		
20-29	Col. 56-65, II.		
30	---		
31	Col. 66, I.		
32-41	Col. 67-76, II.		
42	---		
43-45	Col. 77-79, II.		

(\*) The symbol "II" denotes wiring from the second brushes (on some machines called "third reading") whereas "I" denotes wiring from the first brushes ("second reading") through a selector that separates 11's from 12's to the X-PU of an X-distributor ("pilot selector") through the transfer point of which an emitted 10 goes to the type bar in question.

The hammersplit (zero suppression) levers alpha. 4, 11, 25, 37 and num. 5, 17, 29, 41 and the long hammerlocks alpha. 12, 16, 20, 24, 26, 30, 34, 38, 42 and num. 2 are raised. Left zero carry clips of width 3 are attached to hammersplit levers alpha. 6-8 and num. 43-45.

Trace cards are distinguished by the presence of an 8 in column 80. This impulse is wired through a digit selector to the digit pickup of a row of selectors ("class selectors" or "co-selectors with a controlling pilot selector") with a total

of 34 sets of points and to the hammerlock control hub.

For performing task (2) in the manner specified in Sec. V. 2., four external switches are needed. On a 416, the single-double spacing lever and the minor, intermediate and major control switches can be used; on machines with four pluggable switches there is no problem.

Spacing every 10 lines (alternative (b), Sec. V. 2.) may be accomplished by adding 1 to a counter on card cycles and using the carry (which, on a 416, is automatically available at the counter total exit) to initiate a minor cycle during which spacing takes place and the counter is cleared.

Spacing alternatives (c) and (d) both involve inspecting a card column at two reading stations and taking certain action when the digit at the first brushes is less than the digit at the second brushes. This may be done by wiring from second brushes to a comparing entry and from the corresponding comparing exit to the immediate pickup ("ZFS P. U." on a 416) of a selector through the transfer point of which the digit at first brushes is passed. In case (d), this digit is taken directly to cause spacing; in case (c) it is wired to the digit pickup of a selector which initiates spacing on the next cycle.

Task (3) is easily accomplished if a sufficient number of selectors are available. Since the same task can be performed on the 650 at the expense of 5 locations, (see Sec. XI. 1.) the tabulator wiring will not be discussed here.

## XI. 6. SYSTEM LOADING

The interpretive system deck, normally with 6 words to a card and an x-punch in 5 to get the 1 in column 6 picked up as a leading digit of the address, is loaded by a deck of six self-loading cards (12 in col. 1) with 7 words to a card and a card number in the eighth word. The first card serves the sole purpose of making a fixed console setting possible. The System Loading program on these cards operates as follows:

8000	70	1951	1333	}	Read in the loading program from six load cards (B into 0001, C + 1 into 0002).
1951	70	0004	0152		
0004	70	0053	0152		
0053	70	0106	0152		
0106	70	0153	0152		
0153	70	0204	0152		
0204	70	0251	0056	}	Read a system card (non-load).
0056	60	0001	0055		
0055	11	0251	0155		
0155	44	0152	0102		
0102	60	0002	0007	}	Go to stop if expected loc. B' ≠ loc. on card, L.

0007	11	0001	0205		Go to stop if C + 1 < B' + n.
0205	11	0252	0057	}	
0057	46	0152	0051	}	
0051	21	0080	0052		
0052	60	0006	0103		Prepare accumulator for move.
0103	10	0251	0156		
0156	15	0202	0206		
0206	10	0252	0054		Store test constant.
0054	21	0070	0203		
0203	11	0252	8002		
8002	69	[0253]	8003		Move one word.
8003	24	[ L ]	0151		
0151	15	0154	0201		Increase addresses by 1.
0201	10	8001	0207		
0207	11	0070	0101		Test for end of moving.
0101	44	0105	0107		
0105	10	0070	8002		Return to move another word.
0107	60	0080	0104		If C + 1 = B' + n, end of loading; go to console.
0104	44	0157	8000		
0157	60	0001	0005		Increase location by word count, go to read next card.
0005	10	0252	0003		
0003	21	0001	0204		
0152	69	7777	1333		Error stop.
0001	00	B	0000		
0002	00	C 1	0000		
0006	24	0000	0151		Constants
0202	69	0253	8003		
0154	00	0001	0000		

A similar program is used for punching out the system in condensed form in case extensive changes, entered on self-loading, single-instruction cards, have been made.

The Reset Memory Card, mentioned in Sec. V. 3., is a load card with eight words. The program, essentially identical with one supplied by the IBM 650 Sales Research Group at Endicott, runs as follows:

8000	70	1951	1333
1951	69	8000	1953
1953	24	0000	1954
1954	69	1957	1955
1955	24	0999	1956
1956	61	1958	8003
8003	20	[0001]	0999

0999	$\begin{cases} 11 \\ 00 \end{cases}$	1952	8003
0000	70	0000	0000
		1951	1333
1952	00	0001	0000
1957	11	1952	8003
1958	20	0001	0999

#### XI. 7. PROGRAMS

The complete programs of the system are listed on the next 21 pages, (i) - (xxi). In many cases, but not always, a constant used in two programs is listed in both.

650 INTERPRETIVE SYSTEM.

DECK	CARD	LOC.	OP.	DATA	INSTR.	
1	1	1095	60	1098	1014	<u>1. GENERAL INTERPRETATION.</u>
1	2	1014	10	1024	1729	Increase i to i+1.
1	3	1043	21	1098	8001	(see cards 26 & 27 below)
1	4	8001	60	[ i+1 ]	1107	Start dissection system instr.
1	5	1107	46	1112	1061	Shall the loop box be used?
1	6	1061	30	0003	1019	
1	7	1019	20	1023	1026	Store C.
1	8	1026	60	8003	1033	
1	9	1033	30	0003	1041	
1	10	1041	20	1045	1048	Store B.
1	11	1048	60	8003	1105	
1	12	1105	30	0003	1063	
1	13	1063	44	1067	1076	Is an O <sub>2</sub> -operation called for?
1	14	1067	10	1020	8003	
1	15	8003	69	8002	1081	Go to an O <sub>1</sub> -subroutine.
1	16	1112	11	1017	1046	Add the loop box to the instr.
1	17	1046	61	8003	1061	Remove the minus sign.
1	18	1076	60	8001	1034	
1	19	1034	10	1037	8003	
1	20	8003	65	1045	[1000+O <sub>2</sub> ]	Go to an O <sub>2</sub> -subroutine.
1	21	1098	60	[ i ]	1107	
1	22	1024	0001			Constants
1	23	1020	69	8002	1081	
1	24	1037	65	1045	1000	
1	25	1017				Loop box (initially 0)
1	26	1729	69	1732	1735	
1	27	1735	24	1539	1043	Restore the multiplication routine (O <sub>1</sub> -3) to normal (The trig. program makes special use of it).
1	28	1732	35	0002	1445	
2	1	1000	30	0003	1119	<u>2. TRANSFER OPERATIONS.</u>
2	2	1119	15	1030	8002	O <sub>2</sub> -000, UNC STOP
2	3	8002	60	[ B ]	1096	Call out B for console display
2	4	1096	69	9999	1120	Stop.
2	5	1200	30	0003	1059	O <sub>2</sub> -200, COND STOP
2	6	1059	15	1162	8002	Call out B for console display
2	7	8002	60	[ B ]	1016	
2	8	1016	01		1120	Stop; Go to C on PROGRAM START
2	9	1201	10	1009	1015	O <sub>2</sub> =201, TR SGN
2	10	1015	46	1120	1069	Test the sign of prev. result
2	11	1120	60	1023	1027	Go to C if -.
2	12	1069	60	8002	1027	Go to B if +.
2	13	1202	60	1009	1013	O <sub>2</sub> -202, TR EXP

2	14	1013	30	0002	1021	
2	15	1021	67	8002	1029	Get the exp. of prev. result
2	16	1029	30	0001	1036	
2	17	1036	16	1045	1012	Compare it to B; Go ahead
2	18	1012	46	1095	1120	if exp. < B, to C if exp. ≥ B.
2	19	1203	60	1023	1027	<u>O<sub>2</sub>=203, TR</u>
2	20	1027	30	0003	1035	Replace i+1 by C in
2	21	1035	10	1038	1043	general interpretation.
2	22	1204	65	1023	1127	<u>O<sub>2</sub>=204, TR SUBR</u>
2	23	1127	30	0003	1040	
2	24	1040	69	1145	1151	
2	25	1151	22	1058	1161	
2	26	1161	15	1114	8002	Set the C-address of the
2	27	8002	67	[ C ]	1075	instruction at C equal to B;
2	28	1075	30	0003	1133	go to TR to C.
2	29	1133	60	8002	1092	
2	30	1092	15	1045	1049	
2	31	1049	35	0003	1058	
2	32	1058	21	[ C ]	1203	
2	33	1205	65	1023	1128	<u>O<sub>2</sub>=205, TR OUT</u>
2	34	1128	35	0003	8003	Go to C in machine language
2	35	8003			[ C ]	
2	36	1454			1095	<u>O<sub>2</sub>=454, NOOP</u>
2						Go to general interpretation.
2	37	1114	67		1075	
2	38	1145	21		1203	
2	39	1038	60		1107	Constants
2	40	1162	60		1016	
2	41	1030	60		1096	
3	1	1001	30	0005	1064	<u>3. LOOP OPERATIONS</u>
3	2	1064	69	1017	1071	<u>O<sub>2</sub>=001, LOOP C</u>
3	3	1071	30	0002	1077	Move B to the C-address
3	4	1077	10	8001	1135	position; Call out and
3	5	1135	10	1138	1093	increase the loop box.
3	6	1093	11	8002	1051	<u>Common LOOP steps</u>
3	7	1051	46	1054	1155	Compare the loop box to B;
3	8	1054	10	8001	1062	if less, loop again (go to C).
3	9	1062	21	1017	1120	
3	10	1155	16	8002	1113	If equal, reset the loop box,
3	11	1113	20	1017	1095	go to general interpretation
3	12	1100	30	0001	1057	<u>O<sub>2</sub>=100, LOOP A</u>
3	13	1057	10	1017	1025	
3	14	1025	10	1031	1093	
3	15	1101	30	0001	1008	<u>O<sub>2</sub>=101, LOOP AC</u>
3	16	1008	10	1017	1074	
3	17	1074	10	1031	1135	
3	18	1110	69	1017	1121	<u>O<sub>2</sub>=110, LOOP AB</u>
3	19	1121	30	0001	1028	

3	20	1028	10	8001	1136	
3	21	1136	10	1039	1093	
3	22	1111	69	1017	1171	<u>02-111, LOOP ABC</u>
3	23	1171	30	0001	1078	
3	24	1078	10	8001	1185	
3	25	1185	10	1139	1093	
3	26	1010	30	0004	1343	<u>02-010, LOOP B</u>
3	27	1343	10	1047	1003	
3	28	1003	10	1017	1093	
3	29	1011	30	0004	1180	<u>02-011, LOOP BC</u>
3	30	1180	10	1138	1343	
3	31	1138			0001	
3	32	1031		0100		
3	33	1047			1000	
3	34	1039		0100	1000	
3	35	1139		0100	1001	

Constants.

4. MOVE

4	1	1090	65	8002	1002	<u>01=9, MOVE</u>
4	2	1002	45	1109	1186	Test N (i.e., A); go to special move if N=0
4	3	1109	30	0003	1719	
4	4	1719	16	1024	1329	
4	5	1329	20	1283	1187	
4	6	1187	35	0003	1097	Store N-1
4	7	1097	15	1023	1327	
4	8	1327	44	1315	1132	Go to stop if N-1+C ≥ 1000.
4	9	1132	11	8001	1190	
4	10	1190	10	1045	1099	Test for upward or downward move.
4	11	1099	46	1367	1153	
4	12	1153	10	8002	1312	
4	13	1312	30	0003	1322	
4	14	1322	10	1325	1330	
4	15	1330	16	1283	1388	Initialize for downward move.
4	16	1388	15	1142	1197	
4	17	1367	10	1023	1328	
4	18	1328	66	8002	1340	
4	19	1340	11	1045	1363	
4	20	1363	30	0003	1172	Initialize for upward move.
4	21	1172	11	1325	1336	
4	22	1336	16	1142	1197	
4	23	1197	21	1255	1176	Store test constant * (see next p.)
4	24	1176	11	1283	8003	Complete initialization
4	25	8003	69	[ ** ]	8002	
4	26	8002	24	[ *** ]	1102	Move one word
4	27	1102	11	1255	1159	
4	28	1159	44	1366	1095	
4	29	1366	10	8001	1321	Test for completion
4	30	1321	10	1024	1179	
4	31	1179	15	8001	8003	Change addresses by 1, return to move next word
4	32	1186	65	1045	1052	If N=0, Get B and go
4	33	1052	30	0003	1362	to storing routine.

4 3 4 1 3 6 2 1 5 1 0 6 5 8 0 0 2 }  
 4 3 5 8 0 0 2 6 0 [ B ] 1 4 4 5 }

4 3 6 1 3 1 5 6 9 2 2 2 2 1 0 9 5 Error stop for MOVE, READ & PCH.

4 3 7 1 3 2 5 6 9 8 0 0 2 }  
 4 3 8 1 1 4 2 2 4 1 1 0 2 } Constants  
 4 3 9 1 0 6 5 6 0 1 4 4 5 }

5. ERASABLE AND VACANT LOCATIONS.

5 1 1 3 0 6 7 7 7 7 7 7 7 7 7 }  
 5 2 1 3 0 7 7 7 7 7 7 7 7 7 7 } Vacant O<sub>2</sub>-codes  
 5 3 1 3 0 8 7 7 7 7 7 7 7 7 7 }  
 5 4 1 3 0 9 7 7 7 7 7 7 7 7 7 }  
 5 5 1 4 5 3 7 7 7 7 7 7 7 7 7 }  
 5 6 1 8 0 0 7 7 7 7 7 7 7 7 7 }

5 7 1 0 0 9 5 5 5 5 5 5 5 5 5 }  
 5 8 1 0 2 3 5 5 5 5 5 5 5 5 5 } Inter-subroutine storage  
 5 9 1 0 4 5 5 5 5 5 5 5 5 5 5 }

5 1 0 1 2 5 0 8 8 8 8 8 8 8 8 }  
 5 1 1 1 2 5 2 8 8 8 8 8 8 8 8 }  
 5 1 2 1 2 5 5 8 8 8 8 8 8 8 8 }  
 5 1 3 1 2 6 0 8 8 8 8 8 8 8 8 }  
 5 1 4 1 2 6 4 8 8 8 8 8 8 8 8 }  
 5 1 5 1 2 6 5 8 8 8 8 8 8 8 8 }  
 5 1 6 1 2 6 7 8 8 8 8 8 8 8 8 }  
 5 1 7 1 2 6 8 8 8 8 8 8 8 8 8 }  
 5 1 8 1 2 7 0 8 8 8 8 8 8 8 8 }  
 5 1 9 1 2 7 2 8 8 8 8 8 8 8 8 }  
 5 2 0 1 2 7 4 8 8 8 8 8 8 8 8 }  
 5 2 1 1 2 7 7 8 8 8 8 8 8 8 8 }  
 5 2 2 1 2 7 8 8 8 8 8 8 8 8 8 }  
 5 2 3 1 2 8 3 8 8 8 8 8 8 8 8 }  
 5 2 4 1 2 8 5 8 8 8 8 8 8 8 8 }  
 5 2 5 1 2 8 9 8 8 8 8 8 8 8 8 }  
 5 2 6 1 2 9 1 8 8 8 8 8 8 8 8 }  
 5 2 7 1 2 9 3 8 8 8 8 8 8 8 8 }  
 5 2 8 1 2 9 4 8 8 8 8 8 8 8 8 } Erasable  
 5 2 9 1 2 9 7 8 8 8 8 8 8 8 8 }

INITIALIZATION CONSTANTS FOR MOVE		
	Downward	Upward
*	B+N-1	-B
**	B	-(B+N-1)
***	C	-(C+N-1)

5 3 0 1 3 5 6 7 7 7 7 7 7 7 7 }  
 5 3 1 1 3 1 4 7 7 7 7 7 7 7 7 }  
 5 3 2 1 3 1 7 7 7 7 7 7 7 7 7 }  
 5 3 3 1 3 2 3 7 7 7 7 7 7 7 7 }  
 5 3 4 1 3 7 8 7 7 7 7 7 7 7 7 }  
 5 3 5 1 3 8 1 7 7 7 7 7 7 7 7 } Vacant registers  
 5 3 6 1 3 3 7 7 7 7 7 7 7 7 7 }  
 5 3 7 1 3 9 1 7 7 7 7 7 7 7 7 }  
 5 3 8 1 3 9 6 7 7 7 7 7 7 7 7 }  
 5 3 9 1 0 6 6 7 7 7 7 7 7 7 7 }  
 5 4 0 1 0 4 4 7 7 7 7 7 7 7 7 }

6. ADDRESS CHANGE OPERATIONS.

6 1 1 0 8 7 6 9 1 1 4 0 1 1 9 5 O<sub>1</sub>=6, TR A

6 2 1 0 8 8 6 9 1 3 4 1 1 1 9 5 O<sub>1</sub>=7, TR B

6 3 1089 69 1342 1195 O<sub>1</sub>=8, TR C  
Common steps.  
6 4 1195 24 1198 1053 Set amount of shift for TR A, B or C.  
6 5 1053 65 8002 1311  
6 6 1311 30 0003 1369 } Get the instruction ( $\bar{A}$ )  
6 7 1369 15 1072 8002 } located at A.  
6 8 8002 67 [ A ] 1198 }  
6 9 1198 35 [1,4,7] 1359 }  
6 10 1359 65 8002 1117 } Separate out its A-, B-,  
6 11 1117 35 0003 1125 } or C-address.  
6 12 1125 60 8003 1183 }  
6 13 1183 30 0003 1392 }  
6 14 1392 16 1045 1199 } Compare this to B.  
6 15 1199 45 1203 1095 Go on if equal, to C if unequal.  
  
6 16 1140 35 0001 1359 } Constants  
6 17 1341 35 0004 1359 }  
6 18 1342 35 0007 1359 }  
6 19 1072 67 1198 }  
  
6 20 1005 65 8003 1163 O<sub>2</sub>=005, SET C  
6 21 1050 65 1103 1163 O<sub>2</sub>=050, SET B  
6 22 1500 65 1104 1163 O<sub>2</sub>=500, SET A  
  
6 23 1163 69 1116 1269 } Common steps  
6 24 1269 22 1274 1177 } Set amounts of shift.  
6 25 1177 69 1080 1184 }  
6 26 1184 22 1289 1292 }  
6 27 1292 65 1045 1349 }  
6 28 1349 30 0003 1157 }  
6 29 1157 69 1160 1164 } Set the address for storing  
6 30 1164 22 1267 1170 } the modified instr. at B.  
6 31 1170 15 1073 8002 } Get the instruction ( $\bar{B}$ )  
6 32 8002 60 [ B ] 1289 located at B.  
6 33 1289 30 [0,3,6] 1108 }  
6 34 1108 20 1265 1122 } Store the right end of  $\bar{B}$ .  
6 35 1122 60 8003 1032 }  
6 36 1032 30 0003 1144 } Destroy the old A-, B- or  
6 37 1144 60 8003 1158 } C-address  
6 38 1158 46 1115 1118 }  
6 39 1115 16 1023 1130 } Replace it by C  
6 40 1118 15 1023 1130 }  
6 41 1130 35 0003 1196 }  
6 42 1196 15 1265 1274 }  
6 43 1274 35 [0,3,6] 1267 } Attach the right end;  
6 44 1267 21 [ B ] 1095 store at B.  
  
6 45 1103 0003 1267 }  
6 46 1116 35 1108 } Constants  
6 47 1080 30 1095 }  
6 48 1160 21 }  
6 49 1104 0006 }  
  
6 50 1006 65 1023 1079 O<sub>2</sub>=006, ADD C  
6 51 1007 66 1023 1079 O<sub>2</sub>=007, SUB C

6	52	1079	30	0007	1004	<u>Common to both</u>
6	53	1060	65	1023	1129	<u>O<sub>2</sub>=060, ADD B</u>
6	54	1070	66	1023	1129	<u>O<sub>2</sub>=070, SUB B</u>
6	55	1129	30	0004	1004	<u>Common to both</u>
6	56	1600	65	1023	1189	<u>O<sub>2</sub>=600, ADD A</u>
6	57	1700	66	1023	1189	<u>O<sub>2</sub>=700, SUB A</u>
6	58	1189	30	0001	1004	<u>Common to both</u>
6	59	1004	20	1260	1068	<u>Common to all ADD &amp; SUB op.</u>
6	60	1068	65	1045	1399	Store shifted ±C;
6	61	1399	30	0003	1357	Set address for storing
6	62	1357	69	1360	1313	modified instr. at B
6	63	1313	22	1267	1370	
6	64	1370	15	1123	8002	Get B
6	65	8002	60	[ B ]	1348	
6	66	1348	46	1156	1106	
6	67	1106	10	1260	1267	Add ±C to  B ; store
6	68	1156	11	1260	1267	(with original sign) at B.
6	69	1267	21	[ B ]	1095	
6	70	1360	21		1095	
6	71	1123	60		1348	
6	72	1073	60		1289	<u>Constants</u>

#### 7. PROGRAM LOADING.

7	1	8000	70	1951	1333	Read the first program card.
7	2	1333	60	1242	1124	Set an instruction for return
7	3	1124	24	1278	1194	from the READ routine
7	4	1194	20		1178	Reset 000
7	5	1178	24	1017	1175	Reset the Loop box
7	6	1175	24	1986	1344	Reset the card counter
7	7	1344	60	1952	1042	Test the word count,n. If ≠ 0,
7	8	1042	45	1364	1377	go to READ to move n words
7	9	1377	69	1959	1376	If n=0, put the problem no.
7	10	1376	24	1985	1397	into the punch band,
7	11	1397	69	1976	1345	decide if tracing is required,
7	12	1345	24	1061	1018	(dep. on contents of 1976*),
7	13	1018	60	1951	1126	store the address of the
7	14	1126	10	1038	1729	first programmer instruction,
7	15	1038	60		1107	go to execute it (gen.int.)
7	17	1242	70	1951	1344	*{30 0003 1019 if not tracing 21 1980 1386 if tracing}
7						Constant (return from READ)

#### 8. READING OPERATIONS

8	1	1401	01		1131	<u>O<sub>2</sub>=401, READ CONS</u>
8	2	1131	60	8000	1445	Stop. On start, read console
8	3	1400	69	1318	1174	switches, go to storing routine.
8	4	1174	24	1278	1486	<u>O<sub>2</sub>=400, READ</u>
						Set return instructions, go to

8	5	1 4 8 6	6 9	1 2 4 1	1 1 6 8	Steps common with PCH
8	6	1 2 7 2	2 1	1 2 7 7	1 7 3 6	Return from common steps.
8	7	1 7 3 6	7 0	1 9 5 1	1 3 2 6	Read a card.
8	8	1 3 2 6	1 1	1 9 5 1	1 3 6 5	Go to stop if loc. L on the card
8	9	1 3 6 5	4 4	1 3 1 5	1 7 3 3	differs from progr. first loc.
8	10	1 7 3 3	6 0	1 2 9 1	1 3 4 7	(the stop is in MOVE)
8	11	1 3 4 7	1 1	1 9 5 2	1 3 7 2	Go to stop if $B' + n > C + 1$
8	12	1 3 7 2	1 1	1 2 7 7	1 3 8 2	(n=word count, $B'$ =current first location)
8	13	1 3 8 2	4 6	1 3 1 5	1 7 4 0	
8	14	1 7 4 0	2 1	1 2 8 5	1 5 9 0	
8	15	1 5 9 0	6 0	1 9 5 2	1 3 6 4	
8	16	1 3 6 4	1 0	1 3 2 4	1 6 8 6	Calculate and store test constant
8	17	1 6 8 6	1 0	1 9 5 1	1 0 5 6	
8	18	1 0 5 6	2 1	1 2 6 8	1 2 3 1	
8	19	1 2 3 1	1 5	1 1 8 8	1 0 9 4	Complete initialization
8	20	1 0 9 4	1 1	1 9 5 2	8 0 0 2	
8	21	8 0 0 2	6 9	[1 9 5 3]	8 0 0 3	Move one word from the read band into place
8	22	8 0 0 3	2 4	[ L ]	1 3 2 0	
8	23	1 3 2 0	1 5	1 0 2 4	1 3 3 5	Increase addresses by 1.
8	24	1 3 3 5	1 0	8 0 0 1	1 1 9 3	
8	25	1 1 9 3	1 1	1 2 6 8	1 3 7 3	Test for end of moving.
8	26	1 3 7 3	4 4	1 3 3 9	1 2 7 8	
8	27	1 3 3 9	1 0	8 0 0 1	8 0 0 2	Return to move next word
8	28	1 2 7 8	6 0	1 2 8 5	1 3 9 0	
8	29	1 3 9 0	4 4	1 3 4 6	1 0 9 5	If $B' + n = C + 1$ , end of READ
8	30	1 3 4 6	6 0	1 2 7 7	1 5 8 4	
8	31	1 5 8 4	1 0	1 9 5 2	1 1 6 6	Add n to $B'$ to get new $B'$ ,
8	32	1 1 6 6	2 1	1 2 7 7	1 7 3 6	go to read next card.
8	33	1 1 8 8	6 9	1 9 5 3	8 0 0 3	
8	34	1 3 1 8	6 0	1 2 8 5	1 3 9 0	Constants
8	35	1 2 4 1	2 1	1 2 7 7	1 7 3 6	
8	36	1 3 2 4	2 4		1 3 2 0	

9	1	1 4 1 0	6 9	1 9 6 4	1 1 6 8	<u>9. PUNCHING.</u> <u>O2=410, PCH</u>
9	2	1 1 6 8	2 4	1 2 7 2	1 0 8 1	<u>Common with READ</u>
9	3	1 0 8 1	6 5	1 0 2 3	1 2 3 2	
9	4	1 2 3 2	1 0	1 0 4 5	1 3 6 1	Prepare for testing and initialization.
9	5	1 3 6 1	3 0	0 0 0 3	1 3 1 9	
9	6	1 3 1 9	1 5	1 0 2 4	1 1 3 4	
9	7	1 1 3 4	2 0	1 2 9 1	1 2 7 2	
9	8	1 2 7 2	2 1	1 9 7 7	1 9 8 9	<u>FCH program only</u>
9	9	1 9 8 9	1 1	8 0 0 2	1 9 9 8	Go to stop (in MOVE) if $B \geq C + 1$ .
9	10	1 9 9 8	4 6	1 9 6 6	1 3 1 5	
9	11	1 9 6 6	6 0	1 9 6 9	1 9 7 3	
9	12	1 9 7 3	2 1	1 9 7 8	1 9 8 8	Set the word count
9	13	1 9 8 8	6 0	1 2 9 1	1 9 7 2	Let $B'$ =first loc. not yet punched. If $B' + 5 \leq C + 1$ ,
9	14	1 9 7 2	1 1	1 9 7 7	1 9 6 2	go to punch 5 to a card.
9	15	1 9 6 2	1 1	1 9 7 8	1 9 9 9	If not, go to further testing.
9	16	1 9 9 9	4 6	1 9 7 5	1 9 6 1	
9	17	1 9 6 1	6 0	8 0 0 1	1 9 6 8	
9	18	1 9 6 8	3 0	0 0 0 4	1 9 4 8	Prepare to move n words to the punch band
9	19	1 9 4 8	1 0	1 9 6 3	1 9 7 0	
9	20	1 9 7 0	1 5	1 9 7 4	1 9 5 0	

9	21	1950	15	1977	1987	
9	22	1987	10	1990	8002	
9	23	8002	69	[ B' ]	8003	} Move one word
9	24	8003	24	[1979]	[1990+n]	
9	25	1991	60	1986	1971	Go to punch
9	26	1992	15	1024	1987	
9	27	1993	15	1024	1987	
9	28	1994	15	1024	1987	} Return to move another word
9	29	1995	15	1024	1987	
9	30	1996	15	1024	1987	
9	31	1971	10	1024	1967	} Increase the card no.
9	32	1967	21	1986	1997	
9	33	1997	71	1977	1947	Punch a card
9	34	1947	60	1977	1946	
9	35	1946	10	1978	1965	} Set the location no.
9	36	1965	21	1977	1966	for the next card
9	37	1975	10	8001	1949	} If B'=C+1, punching is completed.
9	38	1949	44	1973	1095	
9	39	1976	30	0003	1019	} This const. keeps trace orders inoperative during non-tracing.
9	40	1964	21	1977	1989	} This const. will be 00 0000 1095 during tracing (PCH inoperative)
9	41	1969		0005		Constants
9	42	1990			9999	
9	43	1963	24	1978	1991	
9	44	1974	69		8003	} When the PCH progr. is loaded with <u>program</u> loading, this instr.
9	45	1958	24	1978	1991	will load into 1963 (!).
						<u>10. TRACING</u>
10	1	1061	21	1980	1386	<u>Expansion of gen. int.</u>
10	2	1386	30	0003	1946	Store modified instr. for trac.
10	3	1946	20	1023	1947	Store C
10	4	1947	60	8003	1948	
10	5	1948	30	0003	1949	
10	6	1949	20	1045	1950	Store B
10	7	1950	60	8003	1961	
10	8	1961	24	1260	1962	
10	9	1962	30	0003	1963	
10	10	1963	44	1965	1968	
10	11	1965	65	8002	1966	} Call out $\bar{A}$ if $O_1 \neq 0$
10	12	1966	30	0003	1967	
10	13	1967	15	1998	8002	
10	14	8002	60	[ A ]	1968	
10	15	1968	21	1982	1969	Store $\bar{A}$ or 0 for tracing
10	16	1969	65	1045	1970	
10	17	1970	30	0003	1971	
10	18	1971	15	1999	8002	Store $\bar{B}$ for tracing
10	19	8002	69	[ B ]	1972	
10	20	1972	24	1983	1973	
10	21	1973	69		1974	Store prev. result for tracing
10	22	1974	24	1984	1975	
10	23	1975	69	1017	1987	Store loop box for tracing
10	24	1987	24	1981	1988	
10	25	1988	65	1098	1989	Store instr. no. for tracing
10	26	1989	24	1977	1990	
10	27	1990	15	1997	8002	
10	28	8002	69	[ i+1 ]	1991	Store original instr. for tracing
10	29	1991	24	1979	1992	
10	30	1992	65	1986	1993	

10	31	1993	15	1024	1994	Store card no. for trace cards
10	32	1994	20	1986	1995	
10	33	1995	71	1977	1996	Punch a trace card
10	34	1996	60	1260	1105	Return to normal gen. int.
10	35	1450	69	1976	1331	<u>O<sub>2</sub>=450, START TR</u>
10	36	1331	24	1061	1095	Modify gen. int. to include tracing expansion
10	37	1451	69	1154	1358	<u>O<sub>2</sub>=451, STOP TR</u>
10	38	1358	24	1061	1095	Restore gen. int. to normal
10	39	1452	69	1976	1332	<u>O<sub>2</sub>=452, ST TR ERAS</u>
10	40	1332	24	1061	1091	Modify gen. int. to include tracing expansion.
10	41	1091	65	1098	1165	
10	42	1165	16	1173	1334	
10	43	1334	69	1141	8002	Replace the present progr.
10	44	8002	24	[i+1 ]	1095	instr. by a NOOP
10	45	1997	09		0884	
10	46	1998	60		1968	
10	47	1999	69		1972	
10	48	1141	04	5400		Constants
10	49	1173	36		0012	
10	50	1154	30	0003	1019	
10	51	1978		0006	0008	Word count & trace identif.
10	52	1964			1095	Make PCH inoperative when tracing.
10	53	1976	21	1980	1386	Will be 30 0003 1019 when not trac.
10	54	1024		0001		When the trace program is
10	55	1958	44	1965	1968	loaded with <u>program</u> loading, this will load into 1963 (!).
<u>11. STORING THE RESULT</u>						
11	1	1445	21		1404	(Common to all math. routines)
11	2	1404	21	1009	1414	Store C in 000 for prev. res. and
11	3	1414	65	1023	1427	in 1009 for cond. transfer ops.
11	4	1427	45	1430	1095	If C=000, go directly to gen. int.
11	5	1430	30	0003	1439	
11	6	1439	15	1443	1447	If C ≠ 000, store $\bar{C}$ in C,
11	7	1447	69		8002	go to gen. int.
11	8	8002	24	[ C ]	1095	
11	9	1443	24		1095	Constant
<u>12. ADDITION AND SUBTRACTION</u>						
12	1	1082	24	1289	1492	<u>O<sub>1</sub>=1, ADD</u>
12	2	1492	65	1045	1449	
12	3	1449	30	0003	1457	Get $\bar{B}$
12	4	1457	15	1460	8002	
12	5	8002	60	[ B ]	1473	
12	6	1083	24	1289	1542	<u>O<sub>1</sub>=2, SUB</u>
12	7	1542	65	1045	1599	
12	8	1599	30	0003	1207	Get $\bar{B}$
12	9	1207	15	1310	8002	
12	10	8002	61	[ B ]	1473	
12	11	1473	21	1278	1483	<u>Common steps</u>
12	12	1483	65	1289	1493	
12	13	1493	45	1496	1497	If A=000, get $\bar{A}$ directly.

12 14 1496 30 0003 1406 }  
 12 15 1406 15 1409 8002 } Get  $\bar{A}$  if  $A \neq 000$   
 12 16 8002 60 [ A ] 1446  
 12 17 1446 21 1405  
 12 18 1497 60 1405  
 12 19 1405 30 0002 1411 }  
 12 20 1411 20 1265 1468 }  $\bar{A} = A_1, a.$  Split up  
 12 21 1468 21 1272 1475 } and store  
 12 22 1475 60 1278 1583 }  
 12 23 1583 30 0002 1589 }  
 12 24 1589 20 1293 1696 }  $\bar{B} = B_1, b.$  Split up  
 12 25 1696 21 1250 1603 } and store  
 12 26 1603 67 8002 1661 }  
 12 27 1661 18 1265 1519 }  
 12 28 1519 30 0004 1630 } Put  $|b-a|$  into shift instr.  
 12 29 1630 69 1433 1436 }  
 12 30 1436 22 1639 1442 }  
 12 31 1442 45 1697 1247 }  
 12 32 1247 65 1250 1408 } If  $a=b$ , form  $A_1+B_1=C_1'$ .  
 12 33 1408 15 1272 1429 }  
 12 34 1429 35 0002 1435 }  
 12 35 1435 44 1489 1440 } If  $|C_1'| \geq 10$ ,  $C_1 = C_1'/10$ .  
 12 36 1489 31 0003 1499 }  
 12 37 1499 46 1652 1703 }  
 12 38 1652 16 1456 1461 } If  $C_1 < 0$ , get  $c=a+1$ ,  
 12 39 1461 18 1265 1471 } combine with  $C_1$ ,  
 12 40 1471 35 0002 1577 } go to store.  
 12 41 1577 10 8002 1445 }  
 12 42 1703 15 1456 1611 } Same if  $C_1 > 0$   
 12 43 1611 17 1265 1471 }  
 12 44 1440 45 1494 1445 } If  $C_1=0$ , go to store machine 0.  
 12 45 1494 60 8002 1403 }  
 12 46 1403 36 1521 }  
 12 47 1521 11 8002 1479 } If  $|C_1'| < 10$ , get  $C_1$  by  
 12 48 1479 60 8003 1487 } shifting; correct exp.  
 12 49 1487 30 0003 1544 }  
 12 50 1544 46 1461 1611 }  
 12 51 1697 69 1503 If  $a \neq b$ , prepare to shift.  
 12 52 1503 30 0005 1415 }  
 12 53 1415 45 1418 1469 }  
 12 54 1418 46 1422 1423 } If  $|b-a| \geq 10$ , get  $\bar{C}=\bar{A}$  or  
 12 55 1422 60 8001 1445 }  $\bar{C}=B$ , go to store.  
 12 56 1423 60 1278 1445 }  
 12 57 1469 46 1472 1623 }  
 12 58 1472 65 1250 1412 }  
 12 59 1412 69 1272 1639 } If  $b < a$ , shift  $B_1$ .  
 12 60 1639 31 [ ] 1413 }  
 12 61 1413 15 8001 1429 }  
 12 62 1623 69 1293 1501 }  
 12 63 1501 24 1265 1619 } If  $b > a$ , interchange  
 12 64 1619 65 1272 1432 }  $A_1$  and  $B_1$ , replace  $a$  by  $b$ .  
 12 65 1432 69 1250 1639 }  
 12 66 1310 61 1473 }  
 12 67 1460 60 1473 }  
 12 68 1409 60 1446 } Constants  
 12 69 1433 31 1413 }  
 12 70 1456 01

13. MULTIPLICATION

13	1	1084	24	1289	1592	} 01=3, MPY Get $\bar{B}$
13	2	1592	65	1045	1549	
13	3	1549	30	0003	1557	
13	4	1557	15	1560	8002	
13	5	8002	60	[ B ]	1578	
13	6	1086	24	1289	1692	} 01=5, NGMPY Get $-\bar{B}$
13	7	1692	65	1045	1649	
13	8	1649	30	0003	1657	
13	9	1657	15	1660	8002	
13	10	8002	61	[ B ]	1578	
13	11	1578	21	1283	1586	} Common steps Get $\bar{A}$
13	12	1586	65	1289	1593	
13	13	1593	45	1596	1597	
13	14	1596	30	0003	1605	
13	15	1605	15	1508	8002	
13	16	8002	60	[ A ]	1655	} If $A_1=0$ , $\bar{C}=0$ directly. $\bar{A}=A_1, a.$ Split up and store $\bar{B}=B_1, b.$ Split up and store.
13	17	1597	60		1655	
13	18	1655	30	0002	1511	
13	19	1511	44	1515	1316	
13	20	1515	21	1270	1523	
13	21	1523	20	1277	1530	} Calculate and store 49 - (a+b)
13	22	1530	60	1283	1537	
13	23	1537	30	0002	1543	
13	24	1543	44	1547	1445	
13	25	1547	21	1252	1556	
13	26	1556	68	8002	1565	} Go to error stop if exp. of prod. would be out of range $C_1' = A_1 \cdot B_1$
13	27	1565	15	1568	1573	
13	28	1573	18	1277	1531	
13	29	1531	20	1285	1588	
13	30	1588	46	1591	1595	
13	31	1591	44	1595	1546	} Common with DIV. If $C_1' \geq 10$ , $C_1 = C_1'/10$ .
13	32	1546	60	1252	1564	
13	33	1564	19	1270	1648	
13	34	1648	35	0004	1259	
13	35	1259	65	8003	1717	
13	36	1717	35	0001	1273	} If $C_1' < 10$ , prepare to correct exponent
13	37	1273	44	1677	1628	
13	38	1677	69	1580	1533	
13	39	1533	31	0003	1743	
13	40	1628	69	1281	1484	
13	41	1484	31	0002	1743	} If $C_1=10$ (due to carry in rounding), go to correct.
13	42	1743	35	0002	1299	
13	43	1299	44	1253	1554	
13	44	1554	46	1507	1258	
13	45	1507	15	8001	1563	
13	46	1258	16	8001	1563	} Calculate $c = a+b-49-corr.$ ; attach it to $C_1$ .
13	47	1253	35	0007	1528	
13	48	1563	60	8002	1571	
13	49	1571	30	0002	1528	
13	50	1528	46	1581	1532	
13	51	1581	18	1285	1539	} 1539
13	52	1532	17	1285	1539	
13	53	1539	35	0002	1445	

1 3    5 4    1 5 9 5    6 9    5 5 5 5    1 3 3 8    Error stop. for MPY and DIV.

1 3	5 5	1 6 6 0	6 1		1 5 7 8	Constants
1 3	5 6	1 5 6 0	6 0		1 5 7 8	
1 3	5 7	1 5 0 8	6 0		1 6 5 5	
1 3	5 8	1 5 6 8	4 9			
1 3	5 9	1 5 8 0			0 0 0 1	

1 3    6 1    1 3 3 8    6 5    8 0 0 2    1 4 4 5    Go to store 0 after error stop.  
 1 3    6 2    1 3 1 6    6 0    8 0 0 3    1 5 3 9

14. DIVISION.

1 4	1	1 0 8 5	2 4	1 2 8 9	1 6 4 2	<u><math>A_1=4</math>, DIV</u>
1 4	2	1 6 4 2	6 5	1 0 4 5	1 6 9 9	
1 4	3	1 6 9 9	3 0	0 0 0 3	1 6 0 7	
1 4	4	1 6 0 7	1 5	1 6 1 0	8 0 0 2	
1 4	5	8 0 0 2	6 0	[ B ]	1 6 7 3	
1 4	6	1 6 2 6	2 1	1 2 8 3	1 6 3 6	
1 4	7	1 6 3 6	6 5	1 2 8 9	1 6 4 3	
1 4	8	1 6 4 3	4 5	1 6 4 6	1 6 4 7	
1 4	9	1 6 4 6	3 0	0 0 0 3	1 6 5 6	
1 4	1 0	1 6 5 6	1 5	1 6 5 9	8 0 0 2	
1 4	1 1	8 0 0 2	6 0	[ A ]	1 6 0 6	
1 4	1 2	1 6 4 7	6 0		1 6 0 6	
1 4	1 3	1 6 0 6	3 0	0 0 0 2	1 6 1 3	
1 4	1 4	1 6 1 3	2 0	1 2 6 7	1 6 2 0	
1 4	1 5	1 6 2 0	2 1	1 2 7 4	1 5 2 7	
1 4	1 6	1 6 8 0	6 0	1 2 8 3	1 6 3 7	
1 4	1 7	1 6 3 7	3 0	0 0 0 2	1 6 9 3	
1 4	1 8	1 6 9 3	2 0	1 2 9 7	1 6 5 0	
1 4	1 9	1 6 5 0	6 0	8 0 0 3	1 4 0 7	
1 4	2 0	1 4 0 7	3 5	0 0 0 2	1 6 6 3	
1 4	2 1	1 6 6 3	2 1	1 2 6 8	1 6 7 1	
1 4	2 2	1 6 7 1	6 0	1 2 7 4	1 6 2 9	
1 4	2 3	1 6 2 9	3 5	0 0 0 1	1 6 8 5	
1 4	2 4	1 6 8 5	2 1	1 2 9 1	1 6 4 4	
1 4	2 5	1 6 4 4	6 7	1 2 9 7	1 6 5 1	
1 4	2 6	1 6 5 1	1 6	1 6 5 4	1 5 1 0	
1 4	2 7	1 5 1 0	1 8	1 2 6 7	1 6 2 1	
1 4	2 8	1 6 2 1	4 6	1 6 2 4	1 5 9 5	
1 4	2 9	1 6 2 4	4 4	1 5 9 5	1 6 7 8	
1 4	3 0	1 6 7 8	2 0	1 2 8 5	1 6 3 8	
1 4	3 1	1 6 3 8	6 0	1 2 9 1	1 6 4 5	
1 4	3 2	1 6 4 5	6 4	1 2 6 8	1 7 1 7	

$\bar{A}=A_1, a.$  Split up and store  
 $A_1=0$  tested below

$\bar{B}=B_1, b.$  Split up and store

Store shifted  $A_1$ .

Calculate and store  $b-a-50$ .

Go to stop (in MPY) if exp. of quotient would be out of range.

$C=A_1/B_1$ ; go to exp. corr. (in MPY) and storing routines.

1 4	3 3	1 6 1 0	6 0		1 6 7 3	Constants
1 4	3 4	1 6 5 9	6 0		1 6 0 6	
1 4	3 5	1 6 5 4	5 0			

1 4	3 6	1 6 7 3	4 5	1 6 2 6	1 3 7 4	Go to stop if $\bar{B}=0$ .
1 4	3 7	1 5 2 7	4 5	1 6 8 0	1 4 4 5	Set $C=0$ directly if $A_1=0$
1 4	3 8	1 3 7 4	6 9	3 3 3 3	1 3 3 8	Error stop for $B=0$ .

15. ABSOLUTE VALUE.

1 5	1	1 3 5 0	3 0	0 0 0 3	1 1 6 9	<u><math>O_2=350</math>, ABS</u>
1 5	2	1 1 6 9	1 5	1 0 2 2	8 0 0 2	
1 5	3	8 0 0 2	6 7	[ B ]	1 1 3 7	
1 5	4	1 1 3 7	6 0	8 0 0 2	1 4 4 5	

Get  $|\bar{B}| = \bar{C}$ , go to store it.

15	5	1022	67	1137	Constant
16	1	1300	30	0003	1214
16	2	1214	15	1219	8002
16	3	8002	60	[ B ]	1206
16	4	1206	46	1670	1211
16	5	1670	69	4444	1230
16	6	1230	60	8002	1445
16	7	1211	30	0002	1218
16	8	1218	44	1223	1445
16	9	1223	20	1278	1181
16	10	1181	60	8003	1239
16	11	1239	35	0001	1248
16	12	1248	21	1255	1229
16	13	1229	60	1234	1251
16	14	1251	19	1255	1235
16	15	1235	10	1240	1245
16	16	1245	30	0001	1152
16	17	1152	10	1255	1209
16	18	1209	16	8002	1217
16	19	1217	24	1270	1227
16	20	1227	64	8001	1238
16	21	1238	20	1294	1216
16	22	1216	16	1270	1225
16	23	1225	30	0001	1182
16	24	1182	45	1236	1237
16	25	1236	65	8001	1191
16	26	1191	15	1294	1249
16	27	1249	10	1055	1210
16	28	1210	16	8002	1228
16	29	1228	19	8001	1244
16	30	1244	30	0001	1152
16	31	1237	60	1055	1222
16	32	1222	19	1278	1208
16	33	1208	35	0001	1215
16	34	1215	10	1419	1224
16	35	1224	21	1278	1233
16	36	1233	60	8002	1192
16	37	1192	44	1246	1257
16	38	1246	60	1150	1212
16	39	1212	19	1270	1220
16	40	1220	31		1243
16	41	1243	60	8002	1213
16	42	1213	35	0002	1221
16	43	1221	10	1278	1445
16	44	1257	65	1270	1226
16	45	1226	31	0002	1243
16	46	1219	60		1206
16	47	1234			0022
16	48	1240			0001
16	49	1055			0005
16	50	1419			0025
16	51	1150	03	1622	7766

16. SQUARE ROOT

$B_2=300, \text{SQRT}$

Get  $\bar{B}$

Stop if  $\bar{B} < 0$ .

If  $\bar{B}=0, \bar{C}=0$  directly.

$\bar{B}=B_1, b$ . Split up and store

$x_0 = 1 + .22B_1$

Calc. and store  $B_1/x_n$ .

If  $|B_1/x_n - x_n| < 10^{-8}$ , go to end.

$x_{n+1} = 1/2 (B_1/x_n + x_n)$

Calc.  $1/2 (b+50)$ .

If  $b$  is even, go to end.

If  $b$  is odd,  $C_1 = x_N \sqrt{10}$ .

Equip with exp., go to store

If  $b$  is even,  $C_1 = x_N$ .

Constants

## 17. EXPONENTIAL

17	1	1 3 0 1	6 9	1 5 1 4	1 4 6 7	<u>O<sub>2</sub>=301, EXP E</u>
17	2	1 3 5 1	6 9	1 4 6 4	1 4 6 7	<u>O<sub>2</sub>=351, EXP 10</u>
17	3	1 4 6 7	3 0	0 0 0 3	1 4 2 5	Common steps.
17	4	1 4 2 5	2 4	1 4 8 5	1 4 8 8	Set an instr. for EXP E or EXP 10.
17	5	1 4 8 8	1 5	1 4 4 1	8 0 0 2	
17	6	8 0 0 2	6 0	[ B ]	1 5 5 3	Get $\bar{B}=B_1, b$ . Split up and store.
17	7	1 5 5 3	3 0	0 0 0 2	1 4 5 9	
17	8	1 4 5 9	2 1	1 2 6 4	1 4 1 7	
17	9	1 4 1 7	4 6	1 4 2 0	1 4 2 1	
17	10	1 4 2 0	6 9	1 4 2 4	1 4 7 7	Set an instr. distinguishing between pos. and neg. exp.
17	11	1 4 2 1	6 9	1 5 2 4	1 4 7 7	
17	12	1 4 7 7	2 4	1 4 8 0	1 6 3 3	
17	13	1 6 3 3	6 7	8 0 0 2	1 5 4 1	
17	14	1 5 4 1	1 6	1 4 4 4	1 5 5 0	
17	15	1 5 5 0	3 5	0 0 0 1	1 4 5 8	Form b-49. Go to special routines if $ b-49  \geq 10$ .
17	16	1 4 5 8	4 4	1 4 6 2	1 5 1 2	
17	17	1 5 1 2	3 0	0 0 0 5	1 5 2 5	
17	18	1 5 2 5	4 6	1 4 7 8	1 5 2 9	
17	19	1 4 7 8	6 9	1 4 8 1	1 4 8 5	Set instr. for left or right shift of $ b-49 $ .
17	20	1 5 2 9	6 9	1 4 8 2	1 4 8 5	
17	21	1 4 8 5	2 2	1 4 9 5	1 5 5 1	Go to EXP E routine
17	22	1 4 8 5	2 2	1 4 9 5	1 5 0 2	Go to EXP 10 routine
17	23	1 5 5 1	6 0	1 5 0 4	1 5 0 9	
17	24	1 5 0 9	1 9	1 2 6 4	1 6 3 1	For $e^{\bar{B}}=10^{m\bar{B}}$ , calc. $ mB_1 $ .
17	25	1 6 3 1	3 5	0 0 0 2	1 4 3 7	
17	26	1 4 3 7	6 7	8 0 0 3	1 4 9 5	
17	27	1 5 0 2	6 7	1 2 6 4	1 6 6 9	For $10^{\bar{B}}$ , get $ B_1 $ .
17	28	1 6 6 9	3 5	0 0 0 2	1 4 9 5	
17	29	1 4 9 5	[ ]	[  b-49  ]	1 4 6 5	Shift $ \bar{B} =n+\lambda$ . ( $0 \leq \lambda < 1$ ).
17	30	1 4 6 5	2 0	1 2 7 0	1 4 7 4	Store $\lambda$ .
17	31	1 4 7 4	2 1	1 2 7 8	1 6 8 1	Store n.
17	32	1 6 8 1	1 1	1 5 8 7	1 4 9 1	
17	33	1 4 9 1	4 6	1 5 9 4	1 3 9 3	If $ \bar{B}  \geq 50$ , go to stop.
17	34	1 5 9 4	6 0	1 5 4 8	1 5 1 6	
17	35	1 5 1 6	1 9	1 2 7 0	1 6 9 5	
17	36	1 6 9 5	6 0	8 0 0 3	1 6 5 3	
17	37	1 6 5 3	1 0	1 5 0 6	1 4 6 6	
17	38	1 4 6 6	1 9	1 2 7 0	1 6 9 4	
17	39	1 6 9 4	6 0	8 0 0 3	1 2 5 4	
17	40	1 2 5 4	1 0	1 6 5 8	1 4 1 6	
17	41	1 4 1 6	1 9	1 2 7 0	1 4 4 8	
17	42	1 4 4 8	6 0	8 0 0 3	1 6 0 8	
17	43	1 6 0 8	1 0	1 6 1 2	1 6 6 7	
17	44	1 6 6 7	1 9	1 2 7 0	1 5 9 8	
17	45	1 5 9 8	6 0	8 0 0 3	1 5 5 8	$10^\lambda = [1+a_1\lambda+\dots+a_7\lambda^7]^2$
17	46	1 5 5 8	1 0	1 5 6 2	1 6 1 7	
17	47	1 6 1 7	1 9	1 2 7 0	1 5 5 2	
17	48	1 5 5 2	6 0	8 0 0 3	1 6 0 9	
17	49	1 6 0 9	1 0	1 5 1 3	1 5 6 7	
17	50	1 5 6 7	1 9	1 2 7 0	1 4 0 2	
17	51	1 4 0 2	6 0	8 0 0 3	1 5 5 9	
17	52	1 5 5 9	1 0	1 4 6 3	1 5 1 7	
17	53	1 5 1 7	1 9	1 2 7 0	1 6 0 2	
17	54	1 6 0 2	6 0	8 0 0 3	1 6 6 2	
17	55	1 6 6 2	1 0	1 6 6 5	1 5 2 0	
17	56	1 5 2 0	1 9	8 0 0 3	1 4 8 0	

17	57	1480	65	8003	1687	
17	58	1687	31	0001	1498	
17	59	1498	35	0002	1566	
17	60	1566	60	8002	1625	
17	61	1625	10	1278	1683	
17	62	1683	10	1587	1445	
17	63	1480	21	1285	1438	
17	64	1438	60	1665	1522	
17	65	1522	30	0002	1679	
17	66	1679	64	1285	1470	
17	67	1470	35	0001	1428	
17	68	1428	44	1431	1632	
17	69	1632	31	0002	1641	
17	70	1641	15	1444	1604	
17	71	1604	35	0002	1616	
17	72	1616	10	8002	1675	
17	73	1675	11	1278	1445	
17	74	1431	60	1434	1675	
17	75	1462	46	1615	1393	Go to stop if $b \geq 59$ ,
17	76	1615	60	1434	1445	set $C=1$ if $b \leq 39$ .
17	77	1514	22	1495	1551	
17	78	1464	22	1495	1502	
17	79	1441	60		1553	
17	80	1524	65	8003	1687	
17	81	1424	21	1285	1438	
17	82	1444	49			
17	83	1481	30		1465	
17	84	1482	35		1465	
17	85	1504	43	4294	4819	
17	86	1587			0050	Constants
17	87	1548		0093	2643	
17	88	1506		0255	4918	
17	89	1658		1742	1120	
17	90	1612		7295	1737	
17	91	1562	02	5439	3575	
17	92	1513	06	6273	0884	
17	93	1463	11	5129	2776	
17	94	1665	10			
17	95	1434	10		0050	
17	96	1393	69	6666	1338	Error stop for exp., log. & trig.
18	1	1302	69	1807	1818	<u>18. LOGARITHM.</u>
18	2	1352	69	1815	1818	<u><math>O_2=352</math>, LOG 10</u>
18	3	1818	24	1821	1824	<u>Common steps.</u>
18	4	1824	30	0003	1833	
18	5	1833	15	1836	8002	
18	6	8002	60	[ B ]	1831	
18	7	1831	30	0002	1837	
18	8	1837	20	1291	1844	
18	9	1844	44	1847	1393	
18	10	1847	46	1393	1751	
18	11	1751	60	8003	1809	
18	12	1809	11	1812	1817	

For  $\bar{B} \geq 0$ , round  $10^\lambda$ ,  
equip with exponent  $n+50$ ,  
go to store.

For  $\bar{B} < 0$ , calculate  $10^{-\lambda}$ .

Equip  $10^{-\lambda}$  with exponent  
 $49-n$  (if  $10^{-\lambda} < 1$ ) or  
50 (if  $10^{-\lambda} = 1$ ); go to store.

Go to stop if  $b \geq 59$ ,  
set  $C=1$  if  $b \leq 39$ .

Constants

18. LOGARITHM.

$O_2=302$ , LOG E

$O_2=352$ , LOG 10

Common steps.

Get  $\bar{B}=B_1, b$ . Split up,  
store exponent

Go to stop (in EXP) if  $B_1 \leq 0$ .

18	13	1817	46	1820	1871	If $B_1 < e$ , set $u = B_1/\sqrt{e}$ , $v=5.$
18	14	1820	10	8001	1825	
18	15	1825	19	1828	1814	
18	16	1814	69	1867	1870	
18	17	1871	10	8001	1827	
18	18	1827	19	1830	1813	If $B_1 \geq e$ , set $u = B_1/e^{1.65}$ , $v=1.65$
18	19	1813	69	1816	1870	
18	20	1870	24	1274	1877	
18	21	1877	35	0002	1883	
18	22	1883	10	1886	1841	
18	23	1841	21	1297	1802	$t = \frac{u-1}{u+1}$
18	24	1802	11	1869	1891	
18	25	1891	64	1297	1876	
18	26	1876	60	8002	1885	
18	27	1885	24	1289	1892	
18	28	1892	19	8001	1860	
18	29	1860	21	1264	1767	
18	30	1767	60	8001	1823	
18	31	1823	19	1776	1894	
18	32	1894	60	8003	1851	
18	33	1851	10	1856	1861	
18	34	1861	19	1264	1890	
18	35	1890	60	8003	1850	
18	36	1850	10	1855	1859	
18	37	1859	19	1264	1792	
18	38	1792	60	8003	1899	
18	39	1899	10	1853	1858	
18	40	1858	19	1264	1889	$L = \log_e \frac{1+t}{1-t} + v =$ $= t[2 + \frac{2}{3}t^2 + \frac{2}{5}t^4 + \dots + \frac{2}{11}t^{10}] + v.$
18	41	1889	60	8003	1898	
18	42	1898	10	1852	1857	
18	43	1857	19	1264	1805	
18	44	1805	30	0001	1866	
18	45	1866	10	1869	1873	
18	46	1873	60	8003	1884	
18	47	1884	19	1289	1821	
18	48	1821	10	1274	[ ]	End of common steps
18	49	1829	21	1285	1838	
18	50	1838	60	1291	1845	For LOG E, store L, calculate $Mb_1$ . ( $b_1 = b - 50$ )
18	51	1845	11	1848	1803	
18	52	1803	19	1806	1882	
18	53	1881	60	8003	1839	
18	54	1839	19	1842	1826	
18	55	1826	21	1285	1888	For LOG 10, store mL, calculate $b_1$ .
18	56	1888	60	1291	1895	
18	57	1895	11	1848	1822	
18	58	1822	30	0001	1882	
18	59	1882	69	1285	1840	<u>Common steps</u>
18	60	1840	30	0008	1810	
18	61	1810	15	8001	1819	
18	62	1819	35	0004	1880	
18	63	1880	44	1835	1893	{ Go to stop on loss of more than two digits of accuracy
18	64	1835	35	0004	1846	{ Go to store machine zero
18	65	1846	44	1849	1445	{ if C' has seven zeros.
18	66	1849	36		1862	
18	67	1862	69	1865	1868	
18	68	1868	23	1272	1875	

18	69	1875	65	8003	1834	C' = $\begin{cases} L+Mb_1 & \text{for LOG E} \\ mL+b_1 & \text{for LOG 10} \end{cases}$
18	70	1834	31	0002	1843	
18	71	1843	35	0002	1750	
18	72	1804	46	1808	1811	
18	73	1811	16	1272	1878	
18	74	1878	15	1832	1887	
18	75	1808	15	1272	1879	
18	76	1879	16	1832	1887	
18	77	1887	60	8002	1445	
18	78	1750	44	1854	1804	
18	79	1854	30	0001	1863	In case a carry occurs in rounding, correct.*
18	81	1874	15	1896	1804	
18	82	1872	16	1896	1804	
18	83	1893	01		1835	Stop on loss of two digits, return to log. progr. on start.
18	84	1807	10	1274	1829	
18	85	1815	10	1274	1881	
18	86	1836	60		1831	
18	87	1812		2718	2818	
18	88	1828	60	6530	6597	
18	89	1867	05			
18	80	1863	46	1872	1874	* Card out of place.
18	90	1816	16	5000		
18	91	1830	19	2049	9086	
18	92	1886	10			
18	93	1869	20			
18	94	1832			0052	Constants
18	95	1848	50			
18	96	1806	23	0258	5093	
18	97	1842	43	4294	4819	
18	98	1776	18	1818	1818	
18	99	1856	22	2222	2222	
18	100	1855	28	5714	2857	
18	101	1853	40			
18	102	1852	66	6666	6666	
18	103	1896			0001	
18	104	1865				

19.. SINE AND COSINE.

19	1	1303	69	1256	1614	<u>O<sub>2</sub>=303, SIN R</u>
19	2	1614	24	1267	1721	
19	3	1721	69	1526	1579	
19	4	1304	69	1707	1664	<u>O<sub>2</sub>=304, COS R</u>
19	5	1664	24	1267	1622	
19	6	1622	69	1576	1579	
19	7	1579	24	1283	1536	Common steps. (this step needed in degree progr.)
19	8	1536	65	8002	1545	
19	9	1545	30	0003	1455	
19	10	1455	15	1561	8002	
19	11	8002	60	[ B ]	1574	
19	12	1574	21	1278	1582	Get $\bar{B}=B_1, b$ . Split up and store.
19	13	1582	30	0002	1689	
19	14	1689	21	1252	1267	
19	15	1267	[ ]	[ ]	[ ]	

19 16 1575 68 8002 1538 } Tests in sine routine:  
 19 17 1538 15 1691 1295 }  
 19 18 1295 45 1298 1749 } Test 47-b.  
 19 19 1298 46 1569 1674 }  
 19 20 1749 67 1252 1708 }  
 19 21 1708 15 1711 1666 } If  $b=47$ , test  $|\bar{B}|-.0025$   
 19 22 1666 44 1569 1674 }  
 19 23 1674 60 1278 1445 } If  $|\bar{B}| < .0025$ , go to store  $\bar{C}=\bar{B}$   
 19 24 1569 68 1272 1627 }  
 19 25 1627 15 1444 1601 } If  $|\bar{B}| \geq .0025$ , test 49-b,  
 19 26 1601 35 0001 1709 } go to special routines if  
 19 27 1709 44 1276 1714 }  $|49-b| \geq 10$ .  
 19 28 1714 30 0005 1727 }  
 19 29 1727 46 1682 1282 }  
 19 30 1282 69 1635 1688 } For  $|49-b| < 10$ , set  
 19 31 1688 22 1293 1715 } shift instruction.  
 19 32 1682 69 1535 1738 }  
 19 33 1738 22 1293 1746 }  
 19 34 1746 15 1702 1710 } If  $b > 52$ , stop to indicate  
 19 35 1710 46 1375 1715 } loss of accuracy; continue  
 19 36 1375 01 1715 } on start  
 19 37 1715 60 1618 1426 }  
 19 38 1426 19 1252 1718 }  
 19 39 1718 35 0002 1293 } Compute the fractional  
 19 40 1293 [ ] [49-b] 1716 } part F of  $\bar{B}/2\pi$ , then  
 19 41 1716 30 0001 1723 }  $G=F$  if  $F \geq 0$ ,  $G=F+1$  if  $F < 0$ .  
 19 42 1723 46 1476 1741 }  
 19 43 1476 10 1886 1741 }  
 19 44 1741 61 8003 1704 }  
 19 45 1704 10 8003 1713 }  
 19 46 1713 10 8003 1283 }  $a = 4G$  for SIN,  $1+4G$  for COS.  
 19 47 1283 [ ] 1886 1742 }  
 19 48 1742 10 8001 1747 } If  $a \leq 1$ ,  $a'=a$   
 19 49 1747 46 1705 1706 }  
 19 50 1705 10 8001 1262 } If  $1 < a \leq 2$ ,  $a'=2-a$   
 19 51 1262 46 1266 1748 }  
 19 52 1266 10 8001 1271 } If  $2 < a \leq 3$ ,  $a'=2-a$   
 19 53 1271 46 1676 1634 }  
 19 54 1676 10 8001 1540 } If  $3 < a < 5$ ,  $a'=a-4$ .  
 19 55 1706 11 8001 1540 }  
 19 56 1540 61 8003 1748 } These angle reductions  
 19 57 1748 30 0009 1720 } carried out.  
 19 58 1634 11 8001 1748 }  
 19 59 1720 44 1383 1724 } If  $a'=1$ , set  $S=1$ .  
 19 60 1724 20 1285 1288 }  
 19 61 1288 60 8001 1744 }  
 19 62 1744 19 8001 1745 }  
 19 63 1745 21 1250 1712 }  
 19 64 1712 60 8003 1668 }  
 19 65 1668 19 1572 1730 }  
 19 66 1730 60 8003 1387 }  
 19 67 1387 11 1490 1296 }  
 19 68 1296 19 1250 1368 }  $S=C_1a^1+C_3a^3+\dots+C_9a^9$ .  
 19 69 1368 60 8003 1728 }  
 19 70 1728 10 1534 1290 }  
 19 71 1290 19 1250 1371 }  
 19 72 1371 60 8003 1280 }  
 19 73 1280 11 1684 1389 }

19	74	1389	19	1250	1275
19	75	1275	30	0001	1734
19	76	1734	60	8003	1394
19	77	1394	10	1398	1726
19	78	1726	19	1285	1640
19	79	1640	65	8003	1672
19	80	1672	35	0001	1279
19	81	1279	44	1383	1284
19	82	1383	31	0003	1722
19	83	1722	35	0002	1379
19	84	1284	31	0002	1395
19	85	1395	35	0001	1379
19	86	1379	60	8002	1737
19	87	1737	36		1263
19	88	1263	11	8002	1725
19	89	1725	46	1286	1287
19	90	1287	10	1690	1445
19	91	1286	11	1690	1445
19	92	1276	46	1393	1380
19	93	1380	60	1865	1283
					Round and normalize, go to store
					Go to stop if $b \geq 59$ , set $a=0$ if $b \leq 39$ .
19	94	1256	20	1272	1575
19	95	1526	69	1886	1742
19	96	1707	68	8002	1627
19	97	1576	11	1886	1742
19	98	1561	60		1574
19	99	1691	47		
19	100	1711	99	7500	
19	101	1635	30		1716
19	102	1535	35		1716
19	103	1702		0003	
19	104	1618	15	9154	9430
19	105	1572		0151	4842
19	106	1490		4673	7656
19	107	1534	07	9689	6793
19	108	1684	64	5963	7111
19	109	1398	15	7079	6318
19	110	1690			0050
19	111	1444	49		
19	112	1353	69	1384	1739 <u>O<sub>2</sub>=353, SIN D</u>
19	113	1354	69	1385	1739 <u>O<sub>2</sub>=354, COS D</u>
19	114	1739	24	1293	1505
19	115	1505	69	1261	1585
19	116	1585	24	1539	1698
19	117	1698	20	1289	1555
19	118	1555	60	1167	1578
					Common steps Set an instr. at the end of MPY to get out to SIN R or COS R. Go to MPY with B in place of A and $2\pi/360$ in place of B.
19	119	1384	21		1303
19	120	1385	21		1304
19	121	1261	35	0002	1293
19	122	1167	17	4532	9348
					Constants

20. ARC TANGENT.  
O<sub>2</sub>=305, ARC TAN R

20	2	1 3 5 5	6 9	1 9 0 8	1 7 6 1	<u>O<sub>2</sub>=355, ARC TAN D</u>
20	3	1 7 6 1	2 4	1 2 6 4	1 9 1 7	<u>Common steps</u>
20	4	1 9 1 7	3 0	0 0 0 3	1 9 2 5	Get B=B <sub>1</sub> ,b; store B <sub>1</sub> .
20	5	1 9 2 5	1 5	1 9 2 8	8 0 0 2	
20	6	8 0 0 2	6 0	[ B ]	1 9 4 1	Prepare to use the formula arctan (-x) = -arctan x at the end if B < 0.
20	7	1 9 4 1	2 1	1 2 9 7	1 9 0 0	
20	8	1 9 0 0	3 0	0 0 0 2	1 7 5 7	Test 49-b; go to special routines if  49-b  ≥ 10
20	9	1 7 5 7	2 1	1 2 6 5	1 7 6 8	
20	10	1 7 6 8	4 6	1 7 7 1	1 7 7 2	Prepare for shift of 49-b.
20	11	1 7 7 1	6 9	1 7 7 4	1 7 7 8	
20	12	1 7 7 2	6 9	1 7 7 5	1 7 7 8	If b > 49, go to arctan 1/x. If b ≤ 46, set arctan x = x, go to end.
20	13	1 7 7 8	2 4	1 2 8 3	1 7 8 6	
20	14	1 7 8 6	6 8	8 0 0 2	1 7 9 5	If 46 < b ≤ 49, go to series evaluation
20	15	1 7 9 5	1 5	1 5 6 8	1 7 7 3	
20	16	1 7 7 3	3 5	0 0 0 1	1 7 7 9	If b > 49, calculate 1/B <sub>1</sub> .
20	17	1 7 7 9	4 4	1 7 8 3	1 7 8 4	
20	18	1 7 8 3	4 6	1 9 3 7	1 9 3 0	Shift to get x=̄B or x=1/̄B into fixed decimal form
20	19	1 7 8 4	3 0	0 0 0 5	1 8 9 7	
20	20	1 8 9 7	6 9	1 9 0 1	1 7 5 4	If  x  > .28, go to calc. $z = \frac{ x -y}{1+ x y}; y=.6$
20	21	1 7 5 4	2 2	1 2 6 0	1 7 6 3	
20	22	1 7 6 3	4 6	1 7 6 6	1 9 1 8	
20	23	1 9 1 8	1 6	1 9 2 1	1 9 2 6	
20	24	1 9 2 6	4 6	1 9 2 9	1 9 3 0	
20	25	1 9 3 0	6 0	1 2 9 7	1 2 6 4	
20	26	1 9 2 9	6 5	1 2 6 5	1 7 6 9	
20	27	1 7 6 9	6 9	1 9 2 2	1 7 7 7	
20	28	1 7 6 6	6 0	1 9 1 9	1 9 2 3	
20	29	1 9 2 3	6 4	1 2 6 5	1 7 7 0	
20	30	1 7 7 0	6 9	1 9 2 4	1 7 7 7	
20	31	1 7 7 7	2 4	1 2 8 5	1 7 8 8	
20	32	1 7 8 8	3 5	0 0 0 1	1 2 6 0	
20	33	1 2 6 0	3 0	[ 49-b ]	1 7 8 1	
20	34	1 7 8 1	6 7	8 0 0 2	1 7 8 9	
20	35	1 7 8 9	2 0	1 2 9 3	1 7 9 6	
20	36	1 7 9 6	1 5	1 7 9 9	1 7 5 2	
20	37	1 7 5 2	4 4	1 7 5 5	1 7 5 6	
20	38	1 7 5 5	6 0	1 7 5 9	1 9 1 3	
20	39	1 9 1 3	1 9	1 2 9 3	1 9 2 7	
20	40	1 9 2 7	3 5	0 0 0 1	1 9 3 3	
20	41	1 9 3 3	1 0	1 6 6 5	1 9 2 0	
20	42	1 9 2 0	2 1	1 2 7 7	1 7 8 0	
20	43	1 7 8 0	6 0	1 2 9 3	1 7 9 7	
20	44	1 7 9 7	1 1	1 7 5 9	1 7 6 4	
20	45	1 7 6 4	6 4	1 2 7 7	1 9 0 2	
20	46	1 9 0 2	6 9	1 9 0 5	1 9 0 9	
20	47	1 7 5 6	6 5	1 2 9 3	1 1 4 7	
20	48	1 1 4 7	3 5	0 0 0 1	1 7 5 3	
20	49	1 7 5 3	6 9	1 9 0 6	1 9 0 9	
20	50	1 9 0 9	2 4	1 2 6 7	1 5 7 0	
20	51	1 5 7 0	2 0	1 2 7 8	1 9 3 1	
20	52	1 9 3 1	6 0	8 0 0 2	1 9 3 9	
20	53	1 9 3 9	1 9	8 0 0 1	1 9 4 5	
20	54	1 9 4 5	2 1	1 2 5 0	1 9 0 3	
20	55	1 9 0 3	6 1	8 0 0 3	1 9 1 1	
20	56	1 9 1 1	1 9	1 7 7 6	1 9 4 0	
20	57	1 9 4 0	6 0	8 0 0 3	1 1 4 9	
20	58	1 1 4 9	1 0	1 8 5 6	1 7 6 2	

20	59	1 7 6 2	1 9	1 2 5 0	1 7 9 0	
20	60	1 7 9 0	60	8 0 0 3	1 7 9 8	
20	61	1 7 9 8	11	1 8 5 5	1 9 1 4	
20	62	1 9 1 4	19	1 2 5 0	1 9 3 8	
20	63	1 9 3 8	60	8 0 0 3	1 1 4 8	
20	64	1 1 4 8	10	1 8 5 3	1 7 6 0	
20	65	1 7 6 0	19	1 2 5 0	1 7 8 7	
20	66	1 7 8 7	60	8 0 0 3	1 1 4 6	
20	67	1 1 4 6	11	1 8 5 2	1 9 0 7	
20	68	1 9 0 7	19	1 2 5 0	1 9 0 4	
20	69	1 9 0 4	30	0 0 0 1	1 9 1 2	
20	70	1 9 1 2	60	8 0 0 3	1 7 8 2	
20	71	1 7 8 2	10	1 7 8 5	1 7 9 1	
20	72	1 7 9 1	19	1 2 7 8	1 9 3 2	
20	73	1 9 3 2	60	8 0 0 3	1 1 4 3	(correction at the end)
20	74	1 2 6 7	10	[ ]	1 2 8 5	arctan  x  = arctan z + [0 or arctany]
20	75	1 2 8 5	[ ]	8 0 0 3	[ ]	
20	76	1 9 4 3	15	1 7 0 1	1 9 1 0	If b > 49, arctan  x  = $\pi/2 - \arctan 1/ x $ .
20	77	1 9 1 0	35	0 0 0 1	1 9 3 4	
20	78	1 9 3 4	44	1 9 4 2	1 7 9 3	
20	79	1 9 4 2	31	0 0 0 3	1 9 1 5	If $\arctan  \bar{B}  \geq 1$ , round
20	80	1 9 1 5	35	0 0 0 2	1 9 3 5	in 7th decimal place, if
20	81	1 7 9 3	31	0 0 0 2	1 9 1 6	< 1, round in 8th.
20	82	1 9 1 6	35	0 0 0 1	1 9 3 5	
20	83	1 9 3 5	60	8 0 0 2	1 9 4 4	
20	84	1 9 4 4	36		1 7 6 5	Normalize arc tan   $\bar{B}$
20	85	1 7 6 5	11	8 0 0 2	1 8 6 4	
20	86	1 8 6 4	10	1 5 1 8	1 2 8 3	
20	87	1 2 8 3	[ ]	8 0 0 3	1 2 6 4	$\bar{C} = \text{arc tan } \bar{B} \text{ in radians}$
20	88	1 2 6 4	[ ]	[ ]	[ ]	For degrees, go to MPY
20	89	1 9 3 6	60	1 7 9 4	1 6 5 5	by $360/2\pi$ .
20	90	1 9 3 7	65	1 7 0 1	1 9 1 0	For $b \geq 59$ , $\text{arc tan }  \bar{B}  = \pi/2$ .
20	91	1 7 5 8			1 4 4 5	
20	92	1 9 0 8	21	1 2 8 3	1 9 3 6	
20	93	1 9 2 8	60		1 9 4 1	
20	94	1 7 7 4	61	8 0 0 3	1 2 6 4	
20	95	1 7 7 5	60	8 0 0 3	1 2 6 4	
20	96	1 5 6 8	49			
20	97	1 9 0 1	30		1 7 8 1	
20	98	1 9 2 1		0 0 0 3		
20	99	1 9 2 2	65	8 0 0 3	1 9 1 0	
20	100	1 9 1 9		0 1 0 0		
20	101	1 9 2 4	66	8 0 0 3	1 9 4 3	
20	102	1 7 9 9	97	2 0 0 0		Constants
20	103	1 7 5 9	06			
20	104	1 6 6 5	10			
20	105	1 9 0 5	10	1 7 3 1	1 2 8 5	
20	106	1 9 0 6	10	1 5 8 0	1 2 8 5	
20	107	1 7 8 5	20			
20	108	1 7 3 1	05	4 0 4 1	9 5 0 0	
20	109	1 5 8 0				
20	110	1 7 0 1	15	7 0 7 9	6 3 2 7	
20	111	1 5 1 8			0 0 5 0	
20	112	1 7 9 4	57	2 9 5 7	8 0 5 1	
20	113	1 8 0 1	50			

20 114 1 1 4 3 1 9 1 8 0 1 1 2 6 7 Correction in arc tan z.

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